

World's
N°1
Best Seller
- OFFICIAL

AMIGA ACTION

From the infinite darkness...

1 G U L P

Tear your hair out in frustration
with ICE's fishy friends in this
mega demo.

APIDYA '94

In case you don't
know, it's ye olde
waspy shoot'em-up,
given the TEAM 17
treatment for you!

EXCLUSIVE!



AMIGA ACTION

BOTH REQUIRE 1 MEG

2 NAUGHTY ONES



EXCLUSIVE!

There's nothing bad what-
soever about this excellent
demo of INTERACTIVI-
SION'S marvellous, manic
baddy-bashing platform
jaunt. See for yourself...

AMIGA ACTION

REQUIRES 1 MEG

World's first
review of the
speech-littered
spectacle!

VALHALLA

Footy games "galore"!
Plus Benefactor, Cliffhanger,
Sensi World Championships
and 16 pages of tips!



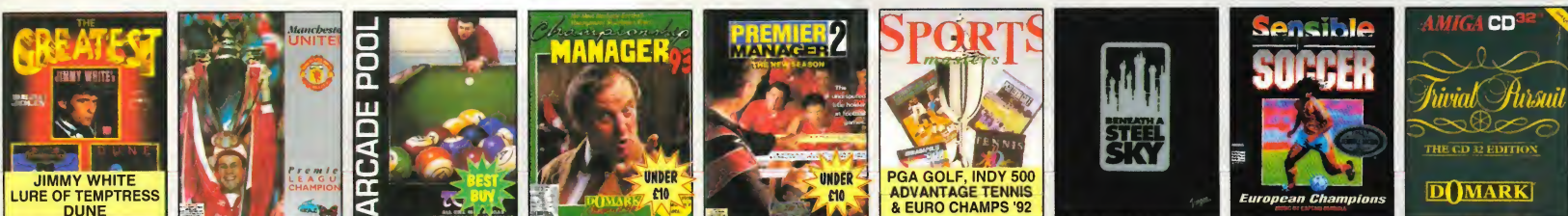
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IMPORTANT - PLEASE NOTE
NOP = will not work on A500
Plus, A600 or A1200
NO12 = will not work on A1200
1 MB = requires 1 MB of RAM
• = New Item

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FAST 14 MHz 68020 PROCESSOR
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256,000 SCREEN COLOURS FROM 16.7 MILLION
4 CHANNEL STEREO SOUND
BUILT IN FLOPPY DISK DRIVE
BUILT IN INTERNAL HARD DRIVE INTERFACE (IDE)
AND 1 YEAR IN-HOME SERVICE WARRANTY

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WITH WORDSWORTH 2.0 AGA DESKTOP
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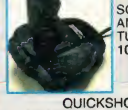
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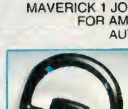
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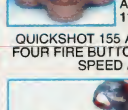
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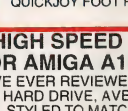
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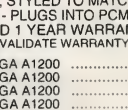
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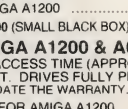
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Fact of the month: "Si By" isn't funny. And never was.

CONT

12

N e w s

Don't you worry yourselves about Commodore – they're alright, and shouting loud about the CD32. Speaking of records (we were?), check out the Pinkie goss herein



42

Reader Reviews

This month sees a very special Reader Review indeed. Turn to these pages to see The One we mean

48

Public Domain

Neil takes a break from the hectic world of full price commercialism to delve into the world of PD. Again



88

Subscriptions

Taking out a subscription is the best way to ensure that you get your hands on a copy of Amiga Action

100

Super Leagues

Six pages of the most valuable information you are ever likely to come across. And that's no lie

108

Swap Shop

You can swap anything except your sex in these pages (and you can even try that if you like)

91

Talkback

Have a go at our overly pompous editor in your very best and most insulting prose. Look, I'm going to do this myself again soon! – Paul.

WIN!



In our two great competitions

Attention all scousers! US Gold are absolutely gagging to give away some top exclusive sportswear including World Cup shellsuits. Don't worry if that's not your bag, because we've also got two extremely groovy jackets to dispose of courtesy of MicroProse. P15/80

EVENTS

6 COVERDISKS

DISK ONE
APIDYA '94
 Team 17 release this famous waspy shoot 'em-up under their own label and hand out a demo for you to play to boot!

GULP!
 Take charge of a flock(?) of haddock as they attempt to solve a number of extremely tricky Lemmings-type levels. Puzzle fans will wet themselves

DISK TWO
NAUGHTY ONES
 Top exclusive demo of Interactivision's rascal-based platform romperama featuring two lads who really aren't that naughty at all




84 FEATURES



MYSTERX: Read more about tough-but-nice guy Neil Axe as he prepares to star in his first computer game and movie. P84

SENSI CUP '94: All the latest gossip from the recent Sensible Soccer World Cup finals in London. P50

MAY I HELP, SIR?: Brad finds out how much the shop assistants know. P44

62 PLAYER'S GUIDES

BENEATH A STEEL SKY: Revolution's adventuring masterpiece picked clean. P62

NAUGHTY ONES: Exposé of superb fun-filled platformer. P66

INNOCENT UNTIL CAUGHT: The Brad Burton simulation. P72

SMALL TIPS: ...and medium sized ones too. P76



FULL PRICE

Benefactor.....	34
Empire Soccer '94.....	27
Fire & Ice CD32	40
Fury of the Furries CD32	38
Impossible Mission 2025.....	28
Lemmings (again) CD32	38
Second Samurai CD32	41
Sierra Soccer.....	24
Striker CD32.....	39



Tornado A1200.....	39
Traps 'n' Treasures	30
Valhalla	18
Wembley Rugby League	32
Zool 2 CD32.....	40

BUDGET

A-Train.....	54
BodyBlows A1200.....	41
Car-Vup	57
Dune	56
Jimmy Connor's GC II	56
Jimmy White's Snooker	57
John Madden's Football	54
King's Quest III	56
Leisure Suit Larry 3	57
Lure of the Temptress	55
MiG-29 Super Fulcrum	55
SimCity Classic.....	55
Sleepwalker.....	54

BLUEPRINTS?

Marvin's Marvellous Adventure.....	59
------------------------------------	----

APIDYA

Don't bother asking us why this game from Team 17 is called Apidya, because we've really no idea. A shoot 'em-up featuring insects is what it claims to be, and that's basically what it is.

Insert disk one in DF0 and reset your Amiga. The disk should autoboot, and after a few seconds, a menu screen will appear. Press the F1 key to load Apidya.

The demo is a two-player affair, with each player taking turns at controlling the large wasp-type creature which appears at the left hand side of the screen. The screen will scroll horizontally, and you control the wasp via the joystick avoiding the various insectoid hazards which are thrust in your direction. Pressing the fire button will unleash a fire ball in the direction you are heading, and holding the button down for a few seconds will let rip a



▼ Surely it would be much easier simply to put down a few slug pellets

sort of fiery shell thing which kills everything in its path.

One more thing to bear in mind on your backyard safari is to remember to pick up the flower petals which are left behind by the enemy insects as you knock them off. These will increase your points total no end.

NAUGHTY

Bit of an insight into the world of computer game journalism here. A preview version of a game is usually the first time we get to see a new project in some sort of basic working order. Obviously these preview programs never see the light of day – after all they are just demos of games which are still in production – but we felt that it was about time we let you in on the act.

So, thanks to the kind co-operation of Kompart, we are able to bring you a fully working but limited demo version of their latest platform release, Naughty Ones.

Insert disk two in DF0, reset your Amiga and the game should autoboot. Once Naughty Ones has loaded, you will be instructed to press either 1 or 2, depending upon which part of the demo you wish to play. Pressing the 1 key will load three screens from level one of the full game, while pressing the 2 key will thrust you into a three-screen demo of the second level.

Once you have made your choice, the first screen will appear, and pressing the fire button on your joystick will make your 'naughty one' appear. If you wish to play the demo with a friend, simply plug in two joysticks, press both fire buttons, and two characters will appear on the screen.

The aim of the demo is to collect as much stuff as possible from around the screens whilst avoiding the numerous baddies who seem



▼ Oooh those naughty ones eh. They're a real couple of tearaways

GULP



▲ A three second memory span can't be much fun at the best of times. Poor things



▲ Clicking on the fish with the hook will change their fishy skills

Insert disk one in DF0, reset your Amiga then press F2 to load Gulp, and prepare to play a demo of a variation on the Lemmings theme brought to you by Ice, in association with everybody's favourite snack, Pot Fish.

When the main menu screen appears (the one with all the fish leaning back in their chairs in some sort of control room), use the mouse to left click on the traffic light icon at the top of the screen. Clicking on the bottom light should turn it green, and the demo will then start.

Now everybody must have seen one of the Lemmings series of games, where you have to give the Lemmings certain characteristics in order to solve puzzles, and Gulp is very much in the same vein. The 'fish talents' are represented by icons across the top of the screen, and to make one of these active, all you have to do is left click on it.

Now move the hook icon down to the main window and click on the fish which you wish to endow with the piscine characteristic you have selected. If you have done this correctly, the lucky fish should now magically transform into a much more useful and adept finned figure.

Keeping the right mouse button depressed and dragging the arrow icon across the screen will allow you to view the rest of the level at your leisure, and if you're struggling a bit to begin with, try changing the fish in the tank into walking air breathers.

ONES

hell bent on getting in your way. Left and right movements of the joystick carry out the obvious functions, with an upward thrust causing your character to leap up into the air, and the fire button releasing a blue ball for bashing the enemies with.

The items for collection are mainly just there to boost your points total, but there are a few exceptions: a heart symbol gives you an extra life; a lightning bolt increases the power of your weapons for a short time; question marks do something unexpected; and the keys open up the exit to the next screen.

Most of the baddies need at least three hits before they bite the dust, unless you are firing lightning bolts, so don't get too close unless you can be sure of finishing them off with ease.

Once you have finished one of the demos – and there is no exit out of a particular room – reload and try the other one.



▲ Presumably the Blues Brothers looked like this when they were nippers



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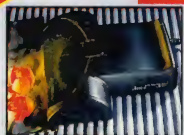
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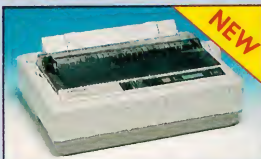
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NEWS

THE FIRST WORD

Hey check me out, I've been on holiday. Ooh yes – we started in New Jer- (Just shut up for God's sake! – David). Ahem, right, this month then. Well the reader surveys are in for one thing. We've had a good look through them all and will be making some changes over the coming months to make sure we remain your all-time favourite mag of all time. See elsewhere on these pages for more information on that. Other things – well, we've got possibly my new favourite game in here,

two completely exclusive disk demos, an in-depth look at high street awareness of the Amiga, and... oh, any number of other things for you to see for yourselves. Move along...

PAUL

THE VERY LATEST ON THE COMMODORE BUYOUT...

THROUGH IT'S THE ROOF



CD32 goes from strength to strength at new price point

CD32 sales have doubled twice in two weeks since Commodore's console was re-priced and put on sale for £249.99!

That was the emphatic message from UK Sales Manager John Smith in a week when most of the uncertainty surrounding their future seems set to be resolved.

Indeed, by the time you're reading this the chances are we'll know just who Commodore's new parent is.

John Smith and Commodore Joint Managing Director David Pleasance

were remaining tight-lipped about the situation at a time when they were unable to release any definite news, highlighting instead the success of the CD32.

"The CD32 has only been on sale at this price for two weeks," said John, "and I was delighted that sales doubled in the first week, but for them to do it again the week after is amazing."

Commodore also claim that 200 CD32 titles are now either available or in the shops. Our information suggests slightly fewer, but nonetheless, this can only be great news for the thousands who are still snapping the machine up.

The CD-Rom device for the A1200, which seems to have captured the imagination of so many, is still in development. Commodore have a prototype, but want to gauge the market before any release date is set, since the price could be on the high side, and it is unlikely that FMV will be available for it.



A very early screenshot indicates what's to come



Sibling revelry

Never ones to miss out on an opportunity to do something daft and not content with their latest character Pinkie being merely a game star, have decreed that he should tread the hallowed boards of musical greatness too. The first steps to this end have been taken with the, ahem, 'cutting' of a monster track – Play It! – recorded by Little Sister, alias 13 year-old Kelly Smith.

Kelly is no stranger to this kind of thing apparently, having enjoyed some success already with her debut single last November. Millennium PR honcho Keith Smith is confident of a high chart position, and hasn't ruled out the possibility of a number one slot.

"The game records you've heard already – the Sonics, Marios and Lemmings – are all essentially game music. Pinkie though, is just gonna blow you away!" he said, in enthusiastic record company stylee.

We've heard the track, but we will be reserving judgement until its release on June 20.



Little Sister and Pinkie. The next Peters and Lee?

Bow to the Undisputed King of Comedy

Simon Byron. Simon, Simon, what on earth are you doing? We like a joke, we do, but have you forgotten how old you are? It's all become a bit too childish for our liking, and we think it's about time you realised, you're making a fool of yourself mate.

NEWS

CD32... HARE-BRAINED HARDWARE... PINKIE FOR POP PICKERS

ALL ACADEMIC

Everyone seems to have a view on the CD32 and the software available for it, but one group of people who keep their mouths shut and their programmers locked away are Mindscape.

D/Generation was the first CD32 game to arrive in the office all those months ago, and since then a steady flow has continued, including of course the quite superb Liberation.

The autumn will see another upturn in Mindscape product, and top of the priority list at the moment is the CD32-only Space Academy – “a modern day D/Generation” – currently underway at the Welsh HQ of the grand-sounding Stellar Genesis Agency.

Things are obviously going to have a very spacey feel to them (you don't say!), and the aim is to come up with a game with the practically infinite playability of D/Generation, but on a slightly less... two dimensional level (if we dare say that about a three dimensional game).

Everything is at a very early stage at the time of writing and only Paul here has seen anything of the game at all, but the anti-cerebral one assures us that it will be amazing. Which, perhaps not too surprisingly, is what Mindscape would have us believe too. Only time will tell, and with time being of the essence and all, maybe a preview will prove bountiful next month. But one waffles, and there's much to do...

And this is, ah, one of the maps, which also needs a little work. Possibly

Win some reasonably good stuff

It's World Cup time, and on top of the other maaarvellous giveaways we have for this month, we also have in our possession – would you Adam and Eve it? – two official USA football shirts, along with three leather footballs, and, for some reason best kept quiet, two England away shirts (those Bluey ones that are supposed to reflect the heat or something).

We'd like to keep them to ourselves frankly, but the spirit of generosity which infiltrates all corners of the empire which is Amiga Action dictates that we should make them available to our loyal readers.

So we have. And all you have to do is tell us this: when were Football League play-offs introduced, and what was the original idea behind them?

You can even tell us the results of them if you like, but that would be particularly bland since we aren't in the least bit interested.

Send your answers in to us by the end of July and we'll pick out five people and decide who gets what gear. The shirt sizes vary by the way, so be sure to point out whether or not you are outrageously fat. If we remember the usual rules, then they will, of course, apply.

Glorification of war

After the brief platform interlude that was Impossible Mission 2025 (reviewed this month, needless information fans on page 28 no less), wargame fanatics will be delighted to learn that MicroProse are reverting to simulation mode for their battle epic, Fields of Glory.

The team are beavering away at the moment and details are sketchy, but it is confirmed that the game will adopt an overhead perspective in the, erm, Sensible Soccer mould, if you see what we mean.

There will be six actual battles in which to partake, two historical and four fictional, and MicroProse boast that the level of detail will be nothing less than stunning, with the tiny sprites accurate right down to the epaulettes and stuff.

Chances are that there'll be a fair amount of blood, so book your copy early youngsters for fear of ridiculous certification. Of course we'll have a preview next month, which should make a change really judging by this month's paltry turnout.

You'll have to speak up

It isn't often we at Amiga Action give much space to hardware. We don't have anything against it per se, but it's just that we assume you're all more interested in games.

Spectravideo, however (makers of more joysticks than most people have games), have come up with what seems like a pretty good deal. It's the Screenbeat 3 speaker system with a built-in amp, which in itself wouldn't be unusual if it wasn't for the particularly attractive and affordable price tag of £16.99. We've actually got a set in the office and for sheer value for money, they can't be beaten. Unless of course you know different. (Leave it, it's just a speaker story! – Paul).

Check out Johnny reasonably priced speakers

Two please

Check this out schoolkids! It's the Seikosha BP5780 II dot matrix printer, and we're pretty sure it's very very good indeed. If you need one contact your local Seikosha stockist, remembering to take £1600 with you, because that, it seems, is the asking price Hell fire!



You could buy an E-reg Escort XR3i with average miles for this price

NEWS

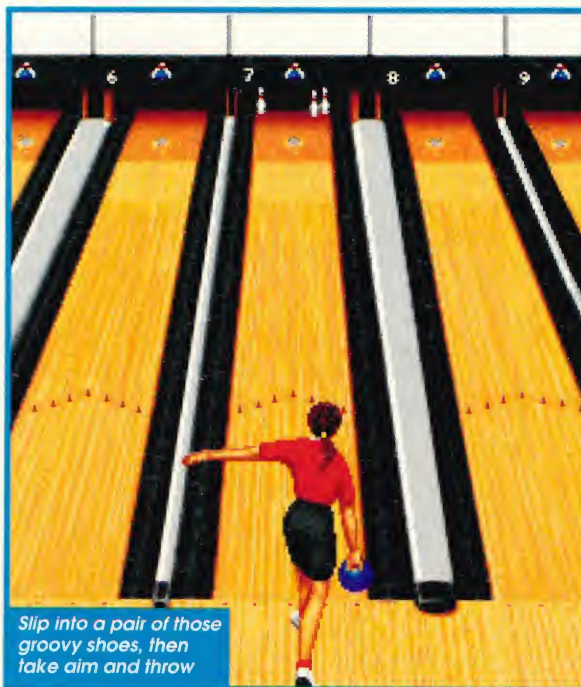
DOGFIGHTING... TEN PIN BOWLING... LAWNMOWER MAN TIE-IN

BOWLED OVER

We are now able to bring you more details of Team 17's ten pin bowling sim, King Pin.

It features a competition mode where up to six players can compete against each other, 3D rendered animations of both male and female characters (who said computer programmers were sexist?), automatic scoring, an aftertouch control system, and a choice of bowling balls.

It will retail at the budgetmungus price of £9.99 and promises to follow in the chart-topping footsteps of Arcade Pool.



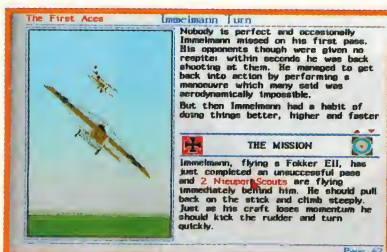
Aces high

Aerial combat in the early days of flight could be a very tricky business indeed. Life expectancy of RAF fighter pilots was somewhere in the region of 12 minutes, and when Biggles, Ginger and the rest weren't avoiding enemy aircraft, they were coming out with such ridiculous phrases as "Tally-Ho" and "Chocks Away".

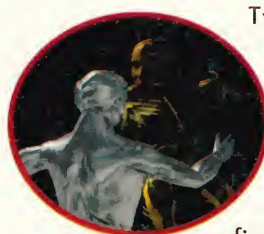
It was an age of pure and unadulterated flying skill, where the onus was on the pilot rather than the plane's technology, and Empire are attempting to re-create these 'golden' years with a flight sim called The Dawn of Aerial Combat.

It is rumoured that the final version will be a visually stunning affair, with the various missions involving the full control of 15 aircraft played out in full 3D for you to enjoy.

As well as flying all sorts of different aeroplanes, there will also be the chance to emulate various well known pilots from the period, such as Von Richthofen.



Less bowver than a hovver



Two years have elapsed since the release of Sales Curve's excellent Troddlers. Believe it or not, their new venture, Cyberwar, is SC's first venture back into

the Amiga market since that date.

Drawing on elements from the visually stunning film Lawnmower Man, Cyberwar is a graphical and intellectual feast of breathtaking flight and weapons simulations and mind-bending puzzle logic sequences.

Featuring full-colour film footage, and interactive ray-trace 3D graphics, Cyberwar will be available for the CD32 in October at the very earliest.



SNIPPETS

Budding El Tels may be interested to know that at the end of June Domark will be releasing a **Championship Manager End of Season** data disk. Priced at **£15.99**, the package also includes **Nick Hornby's** excellent terrace bible, **Fever Pitch**. Phone 081 780 2222 for more information.

July also sees the **CD32** release of **Lil' Devil** by **Gremlin**. For more information about this game from hell, phone Gremlin on 0742 753423.

Silica Systems have announced a reduction of up to **£200** in the price of the **A4000 030**. Both the **4Mb/214Mb** and **4Mb/540Mb Hard Drive** versions come bundled with **Wordsworth, Print Manager, DPaint IV**, and the **Chaos Pack** of top notch games software. Silica are also offering the **Amitek Amiga** modulator for sale. For more info. phone 081 309 1111.

competition

IMPRESS YOUR FRIENDS!

...with these exclusive fashionable flying jackets

Prize time, people. It's not just any old stuff we give away here you know. Oh no! This month we've got together with top software house MicroProse to style you up for the summer. If you need a new jacket, then don't bother spending your hard-earned money. Simply enter our competition for some of the best clothing around (hmmm!) and you could become a fashion-conscious cat (cat's near enough!) of the 90s.

THE QUESTIONS

Q1) The word 'coats' sounds remarkably similar to the word 'goats'. What male name are goats more sometimes known by?

- A) Johnny**
- B) Billy**
- C) Trevor MacDonald**

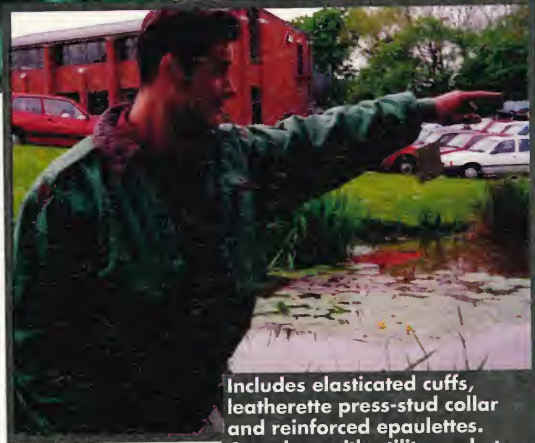
Q2) While these jackets on offer are known as 'Aviation jackets', what is the likelihood that you will ever get to aviate anything while wearing one?

- A) Little to none**
- B) Quite high**
- C) Certain, as we own a light aircraft**

Q3) Given a choice I would prefer to wear...

- A) One of your prizes**
- B) An Amiga Power long-sleeve fashion shirt**
- C) Slinky ladies lingerie**

Among the items up for grabs in our Blue Cross giveaway are two (yes two!) expensive aviation jackets that will make fine presents for somebody. These jackets are 100% jacket and a must for anybody intending to wear a jacket this summer. One's green and the other's beige but we can't guarantee which one you'll get if you win (adds a bit of spice doesn't it?). We've also got ten F117-A T-shirts to give to runners-up in the clothes department. Oh, after we've finished giving the clobber out we'll have five copies of Pirates! Gold CD32 and five copies of Gunship 2000 floppy to hand out too, so get your entries in now.



Includes elasticated cuffs, leatherette press-stud collar and reinforced epaulettes. Complete with utility pockets. In off-green and beige

IMPRESS YOUR FRIENDS COMPO

Q1: _____ **Q2:** _____ **Q3:** _____

"Yes! I would like to be the best fashion victim in my street because/so that..." in less than 15 words:

.....
.....

Name:

Address:

.....

.....

Postcode: **Age:**

Send your entries by the 7th July to **"Impress Your Friends"**, Amiga Action, Europa House, Adlington Park, Macclesfield SK10 4NP.

☐ PLEASE TICK THIS BOX IF YOU DO NOT WISH TO RECEIVE ANY PROMOTIONAL MATERIAL FROM OTHER COMPANIES

Win Win

CHARTS



FULL PRICE

NUMBER	PREVIOUS NO.	GAME	PUBLISHER	PRICE	GAME TYPE	WE RATED IT
1	2	BENEATH A STEEL SKY	VIRGIN	£34.99	ADVENTURE	92%
2	3	CANNON FODDER	VIRGIN	£29.99	SHOOT'EM-UP	94%
3	1	MAN UTD PREM LEAGUE CHAMPS	KRISALIS	£29.99	SPORTS SIM	90%
4	4	FRONTIER: ELITE 2	GAMETEK	£29.99	ARCADE/STRAT	93%
5	7	SKIDMARKS	ACID SOFTWARE	£25.99	RACING	90%
6	5	PREMIER MANAGER 2	GREMLIN GRAPHICS	£25.99	SPORTS SIM	87%
7	6	THE SETTLERS	BLUE BYTE	£34.99	STRATEGY	89%
8	8	LIBERATION	MINDSCAPE	£29.99	ARCADE/STRAT	88%
9	11	SENSIBLE SOCCER 92/93	RENEGADE	£25.99	SPORTS SIM	90%
10	⊕	HEIMDALL 2	CORE DESIGN	£34.99	ARCADE/STRAT	90%
11	14	JURASSIC PARK	OCEAN	£25.99	SHOOT'EM-UP	88%
12	17	FURY OF THE FURRIES	MINDSCAPE	£29.99	PUZZLE	86%
13	10	MORTAL KOMBAT	VIRGIN	£29.99	BEAT'EM-UP	91%
14	18	CHAMPIONSHIP MANAGER ITALIA	DOMARK	£25.99	SPORTS SIM	82%
15	⊕	MONOPOLY	SUPERVISION	£27.99	BOARD GAME	70%
16	⊕	GENESIA	MINDSCAPE	£29.99	STRATEGY	81%
17	9	ZOOL 2	GREMLIN GRAPHICS	£25.99	PLATFORM	79%
18	15	THE CHAOS ENGINE	RENEGADE	£25.99	SHOOT'EM-UP	92%
19	★	WORLD CLASS CRICKET	AUDIOGENIC	£29.99	SPORTS SIM	59%
20	20	THEATRE OF DEATH	PSYGNOSIS	£29.99	ARCADE/STRAT	87%

A1200

1	4	RYDER CUP GOLF	OCEAN	£25.99	SPORTS SIM	78%
2	1	BRUTAL FOOTBALL	MILLENNIUM	£25.99	SPORTS SIM	87%
3	2	JURASSIC PARK	OCEAN	£27.99	SHOOT'EM-UP	88%
4	3	STAR TREK: 25TH ANNIVERSARY	INTERPLAY	£34.99	ADVENTURE	90%
5	⊕	TOTAL CARNAGE	ICE LTD	£29.99	SHOOT'EM-UP	68%
6	9	SIMON THE SORCERER	ADVENTURE SOFT	£39.99	ADVENTURE	88%
7	7	SIM LIFE	MINDSCAPE	£34.99	STRATEGY	76%
8	6	ALIEN BREED 2	TEAM 17	£29.99	SHOOT'EM-UP	91%
9	5	CIVILISATION	MICROPROSE	£39.99	STRATEGY	92%
10	⊕	BRUTAL FOOTBALL DELUXE	MILLENNIUM	£19.99	SPORTS SIM	N/A

★ = RE-ENTRY ⊕ = NEW ENTRY

ACTION

REVIEWS

Five for a pound your Action Reviews, get your Action Reviews here. The best reviews around are here...

INSIDE...

Benefactor

Flashback meets the Lemmings sprites in the latest bizarre puzzler from Psygnosis

p34



Valhalla

The undisputed king of attention grabbing games gets the full AA review treatment

p18



Sierra Soccer

The first of what will undoubtedly be a constant stream of football related releases, and mighty fine it is too

p24

PLUS

Traps 'n' Treasures, Empire Soccer, Impossible Mission 2025 and a ton of CD32 reviews



CD32



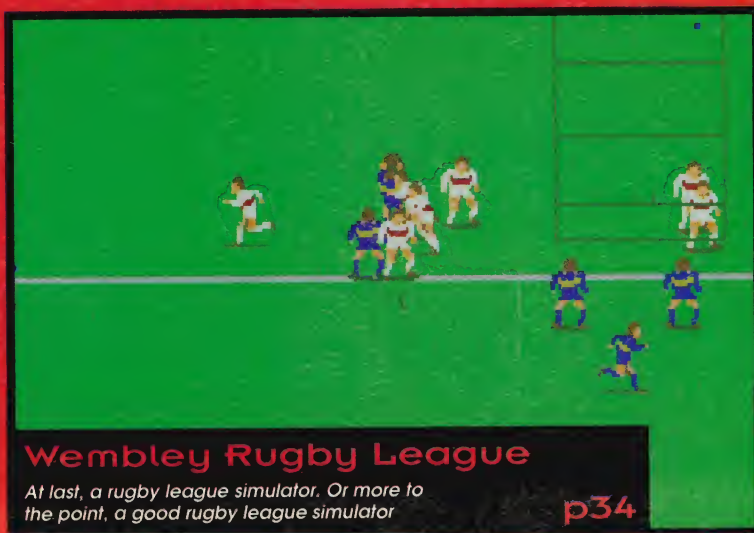
A600



A1200

Every game in Amiga Action is given the mark we feel it deserves. Computer games are entertainment, and we mark all of the games largely on the enjoyment factor they are likely to provide. Sound, graphics, originality and gameplay are all scrutinised by us, your friendly know it alls. Price rarely enters into the equation, although a particularly expensive game (or the opposite) may be looked upon in a slightly different light. Basically, it all equates to value for money. A picture of the hardware the game is created for is shown on every revue, and unless it is an enhanced or specific version, the machine will be an A600 (which also covers the A500).

We know you aren't daft (most of you) and leave you to interpret the mark for yourself. If the game plays significantly differently on another Amiga machine, we'll tell you in a differences box, and if it doesn't we'll save ourselves the trouble and not bother. Make sense?



Wembley Rugby League

At last, a rugby league simulator. Or more to the point, a good rugby league simulator

p34

ACTION REVIEW ADVENTURE



Amid the fearsome battles in the Great Hall of Odin, a small boy speaks. And then, Jeez, there's just no shutting him up



▲ Ah, there's nothing quite like a friendly greeting to get the game off to a good start...

VALHALLA

Exert from a Thursday afternoon office conversation:

"Rubbish!"

"You are."

"No way."

"That's what they said."

"Bloody hell."

Steve had just finished talking on the phone to Vulcan Software. We were really stuck for the first time after around three solid hours of playing; Chests had been opened, keys found and used, levers operated and the guardian located, and I suspected that the end of the first level was near. Hmm...

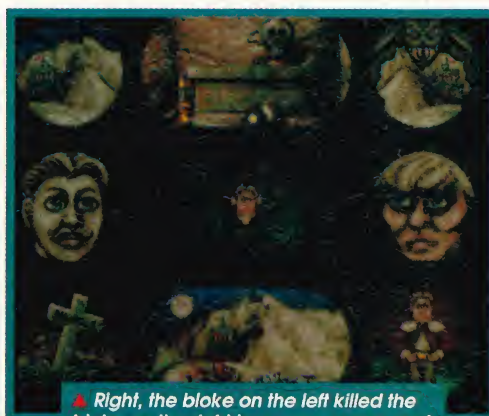
"I'm pretty sure he wouldn't lie Paul."

"Well he's obviously exaggerating wildly."

"Nope, didn't sound like it."

"Bloody hell."

Another couple of hours passed and we made progress. Slowly. Floorboards were uprooted, gems



▲ Right, the bloke on the left killed the bloke on the right in a war you see, and then - oh, you know this. Move along

revealed - even a chalice made an appearance - and we discovered that of course, it wasn't the end-of-level guardian at all, but just one of half a dozen or

so scattered liberally throughout the crypt. By five o'clock (at which stage I disconnected the trusty Amiga to take it home and continue - a rare thing), we had advanced perhaps as far again from the stage we were at when the phone call was made, and if Vulcan's claim was true, then we had now completed a whopping 2% of the game. Bloody hell.

But why 'we'? Why not I? It's my name in the opinion box, and it's my prosaic perambulating prose which adorns these pages after all. It isn't important just now - there's a job to be done...

"I am the Prince of Valhalla," says a small, chubby-faced young lad, soon after the thunder has subsided. "And I have a sad story to tell."

A potted history of the Kingdom of





▲ Oh yes, just the place you're likely to find a nice chicken drumstick. Actually it's quite useful, but why, and where?

Valhalla follows: good against evil, and the Prince's quest for justice against his father's murderer, his dastardly uncle, The Lord of Infinity. Despite the apparent lack of plot originality, Valhalla impresses the hell out of you right from the off, because the story doesn't unfold as scrolling text or pages of a book, but directly from the Prince's mouth. Oh, and from this moment on, vanquish the word 'unoriginal' from your minds completely.

The user interface is the easiest I've come across. With only three functions – look, take/drop and use – not once is there any laboured confusion as to what course of action to take in a particular situation. At the very worst, trying all three in turn takes about 15 seconds. Of course, even this methodical approach doesn't bear

▲ "Excuse me, but are you dead, and indeed if not, would you mind becoming so, because I'm scared."

fruit every time, but that's another story, and something you'll no doubt find out for yourself when you buy the game, which you really should.

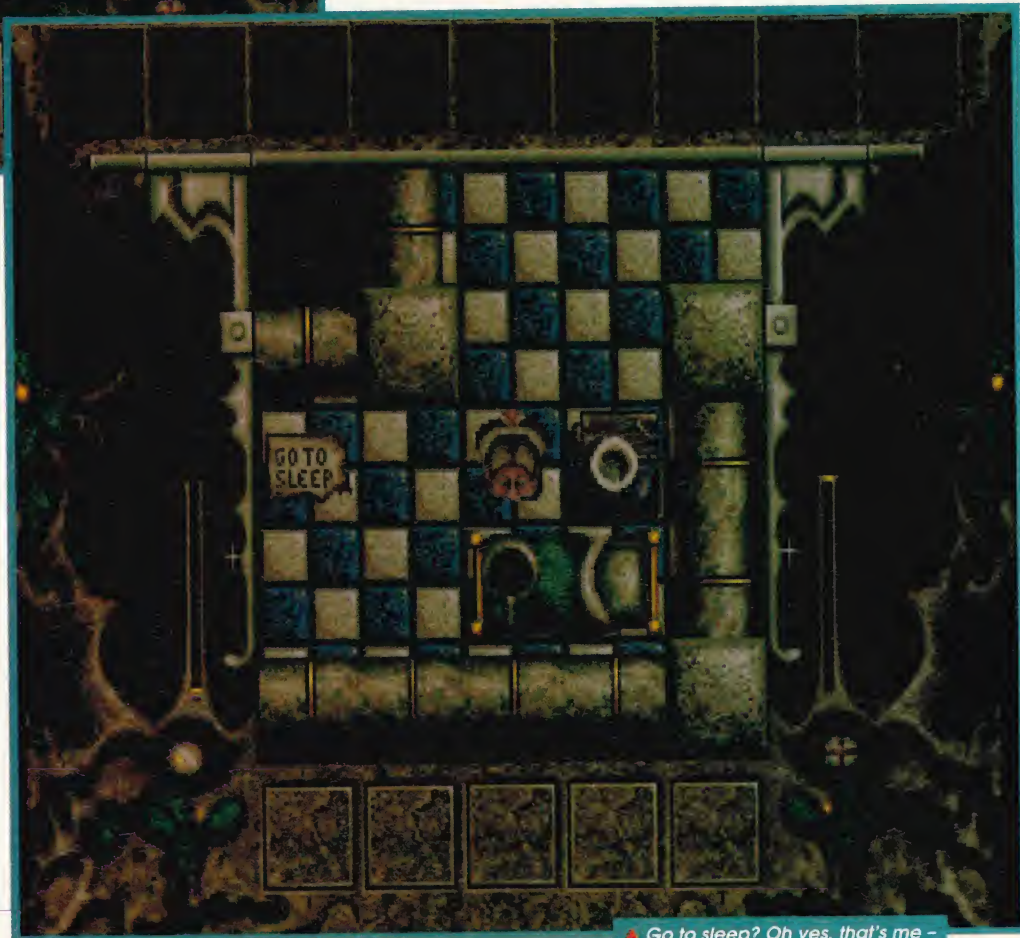
A top-down perspective is all very well for the likes of Sensible Soccer, Cannon Fodder and that sort of thing, but Vulcan have decided to give it a try too, and surprise surprise, after a dizzying couple of minutes fighting the urge to crane your neck and maintain balance, it works like a charm.

Getting back to the story, you will recall that the Prince (name unknown at the time of going to press, if indeed he has one at all) has come of age, and is charged with the task of returning to his native land, the once peaceful Valhalla, to avenge his father's death at the hands of the Lord of Infinity. He seems unperturbed by the fact that the Lord is obviously a bit hard, and rightly so as it turns out, since the Lord has done a runner and will take some finding.

A very limited section of the playing area is visible at any one time, with the screen scrolling as the Prince wanders around via joystick control. Not only does the introductory story come straight from the Prince's mouth, but every piece of interaction



▲ Here we are at the altar of something or other, not quite sure what to do, and yearning for the safety of level one



▲ Go to sleep? Oh yes, that's me – always getting into bed next to a chamberpot full of fluid I am

throughout the game is relayed in the form of speech, without a hint of a text bubble anywhere. Despite all the technological advances and increased programming capability of the last half dozen years, this really is a first, a true original and it seems strange that the programming team of two former film students working on their first project should be the pioneers. Anyway...


In the huddle

When we received the demo, I must admit to not paying it a great deal of attention. Steve and Neil huddled together in dubious fashion for a good few hours, and my only involvement was asking them to "turn that annoying little git down" from time to time. How wrong can a person be?

The speech absolutely makes the game, and the Prince has a comment for anything he comes across

that you care to query. This isn't any old Gorf-like computer talk either – once Valhalla is loaded, you are talking to a very real small boy with the occasional Scots twang.

OK, so you're dubious. You've played various adventures with differing degrees of enjoyment, and unfailingly you've been perplexed by the constant repetition; you choose a question, a text bubble appears, the character responds, you answer back, a text bubble appears, the character responds and it's exactly the same joke he made 10 minutes earlier when you were asking about something else altogether! The whole episode takes about two minutes – more if you don't have a hard drive – and you end up turning the game off and doing something less tedious instead, like watching Pebble Mill in black and white.



▲ Now the idea, you see, is to wander around and find whatever you can...

...of course, this isn't always that easy; some corridors are open, some need sorting out...

▲ ...and then of course there are situations like this, where a dirty great chasm needs bridging...

▲ ...Your best bet is to equip yourself with one or two maps - save you dying hideously, these...

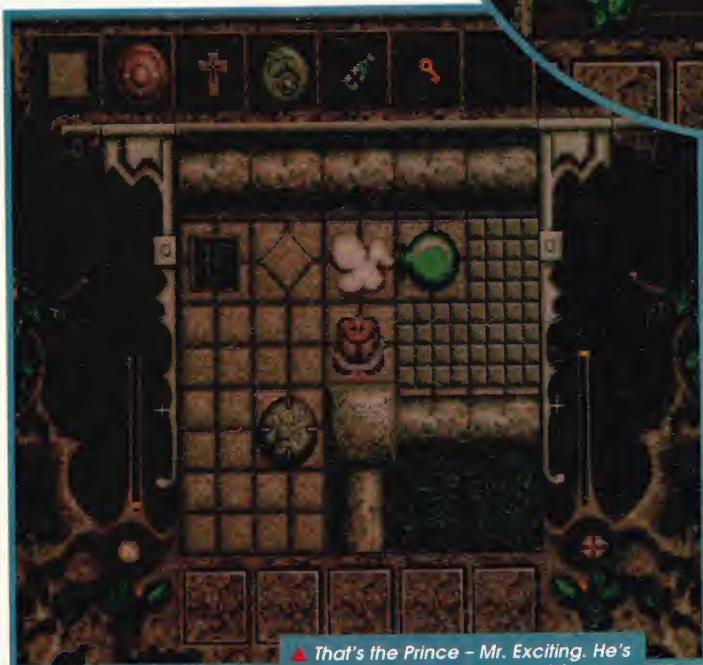
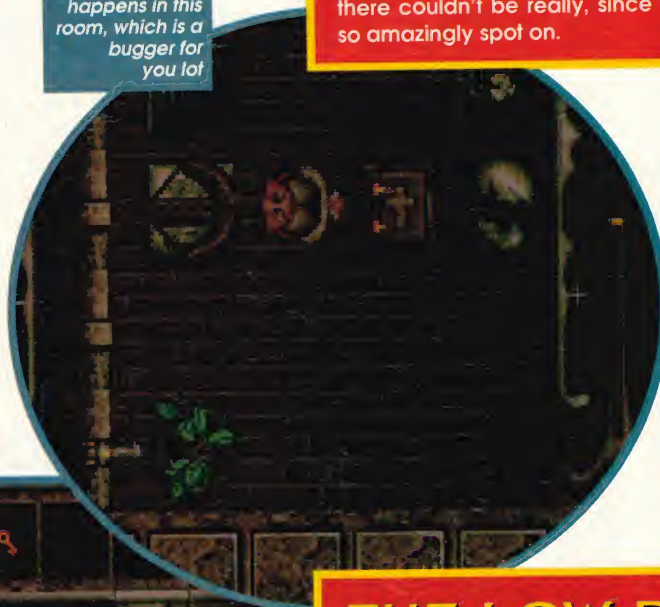
▲ ...And if you're dead, you can't go traipsing down this passage, now can you?

...actually, you can't go down that passageway anyway, because, ahem, we made it up



▲ That's a one-handed Shamen up there. Mary Whitehouse must've just twigged what Mr. C was singing about

Do you know, I've completely forgotten what happens in this room, which is a bugger for you lot



▲ That's the Prince - Mr. Exciting. He's Johnny Full-Inventory but insists on examining a bit of glue!

This is never the case with Valhalla. The Prince has a vocabulary of over a thousand words, and when repetition occurs, which it inevitably does, it's over in a second, you're usually wiser, and most of all... it just sounds nice.

Of course, it would be nothing but the opposite of a Don Bluth game if it didn't have gameplay. Luckily it does, in bucketloads.

Now obviously the idea is to get to the end of each of the four large (huuuuge) levels. In order to do this, doors need opening and obstacles removing, and in order to do that, the correct jems/stones/scripts/potions/bits of wood etc. need to be found, and placed/changed/melted/consumed, or whatever. Sounds dead simple? In theory it is, and this is where the second part of its appeal lies. The levels (a maze of narrow passageways and 'treasure'-laden rooms) contain hundreds of... of... things, just waiting to be found. And as far as I can tell, absolutely nothing goes to waste.

Beer's off

No matter where you find yourself, or how stuck you appear to be, there is always a way of opening another door or changing an amulet, and in all but the rarest of occasions the puzzles are largely logical. (Mouldy ale indeed!)

The difficulty curve isn't that steep; It starts damn tricky and it bloody well stays that way throughout the game, and while the graphical style of the four levels does change somewhat, the task remains the same - basically, find stuff and use it.

While we're on the subject of the levels, I feel compelled to heap yet another superlative on Valhalla, this time for the way in which it has been programmed. Each of the levels comes on a separate

disk, and you can save as often as you like on each level, the last save simply being overwritten by the new one. We've been playing the game on a 600 with a hard drive, and it takes about two seconds to save, and another two to reload. Seriously. Playing from disks it takes a fraction longer, and there is a very slight pause before speech, but everything simply whizzes along, there's no disk swapping during a level, and it's amazing to think that no-one's managed it before.

And now to the 'we' bit I mentioned earlier. The fact is that while I'm writing this, Steve, Neil and Chicken are all arguing over what to do next in order to progress on level three. (We're playing it properly, despite passwords, which says something) It's almost five o'clock and with the exception of Chicken, who's been on the skive, it's been this way all day, all yesterday, and the best part of the day before. Valhalla has had the office at a virtual standstill for almost three days; we haven't been bored once and we're far from finished yet, and this is the best testament I could possibly come up with.

DIFFERENCES

There is a slight pause before the Prince speaks on A500/600s which don't have a hard drive. Unfortunately there is no advance in speed on the A1200, but then, there couldn't be really, since the original is so amazingly spot on.

THE LOW-DOWN

PUBLISHER: Vulcan Software
CONTACT: 0705 670269
H.D. INSTALLABLE: Yes
PRICE: £29.99

SCORING

GRAPHICS	83%
SOUND	95%
PLAYABILITY	94%
DIFFICULTY	Tricky

Valhalla was programmed on an A500 by two newcomers in just 12 weeks, and the opinion here is that it is possibly the most instantly captivating game ever to come into the Amiga Action office/shed. Vulcan are currently working on two other projects (news next month), and I only hope there's time to reach the end of this before they arrive! Not only is the speech amazing, but the fluidity with which the character moves is superb too, though the graphics could have been perhaps a touch brighter. The game itself is very tricky indeed, but I suspect that anyone will be able to get into it easily. We're not having a second opinion - there's no point, everyone agrees with me, and in case you're still unsure about anything at all, draw your conclusions from the mark below.

REVIEWED BY: Paul

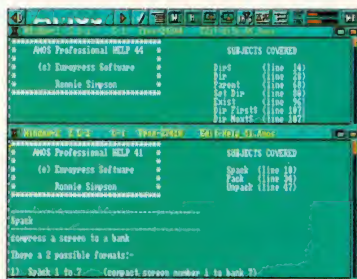
OVERALL SCORE

94%

Now AMOS has turned Professional!

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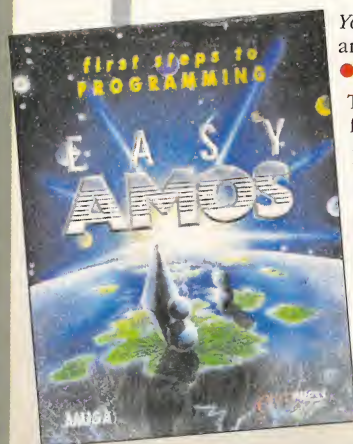
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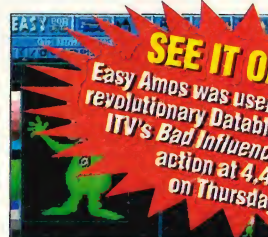
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ACTION REVIEW SPORTS SIM



SIERRA WOR

Take on the rest of the world in a football game which has nothing to do with the World Cup... apart from its entire raison d'être



A choice must be made between any of these teams



The unique Sensi Soccer/Striker perspective works like a dream

This is what it's all about. Once you raise that trophy above your head you know you truly are world beaters

Now it may be me being paranoid, but I have a sneaking suspicion that before the month's out I'll be sick to the back teeth of football, but for the time being I'm quite looking forward to the finals and can't get enough of the stuff. I've even considered borrowing Neil's 100 Great Burnley Goals video but you have to draw the line somewhere!

Sierra Soccer is the first of the inevitable gaggle of footy sims to reach us this month. If you're a regular reader you'll already have seen our exclusive

coverdisk demo a

couple of

months back. Well

everything's been finished now.

All the knobs have been put on and polished and the final package should be in the shops by the time you read this. So is it worth playing during the half-time break of the USA versus Columbia match?

I'll keep you in suspense for a while yet and get down to the real nitty gritty. After all, the choice of football games is enviable at the moment so why, if at all, does Sierra's offering do it better? Well, World Challenge takes a lot of the features of other already popular titles and attempts to merge them into a potential best seller.

Top of the world

It's quite easy to break the game down. It takes the best elements of Sensible Soccer and Manchester United Premier League Champions and mixes in some of the nicer user-friendly features of the under-rated Striker (reviewed on CD-32 this month).

The players themselves are small but incredibly detailed – probably more so than in Sensi. The obvious difference between the two is the pitch, which is in perspective (narrower at the top in case you're thick). This is the same method Striker used to display the action, with bigger sprites.

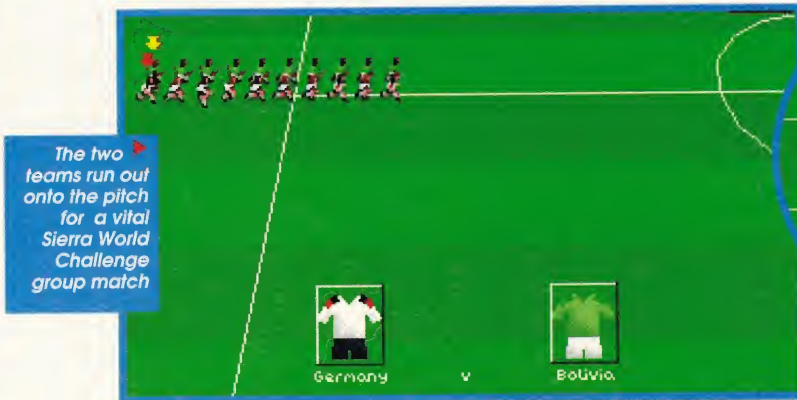


Group Positions											
GROUP A				GROUP B				GROUP C			
P	M	D	L	P	M	D	L	P	M	D	L
1 USA	10	10	10	10	10	10	10	10	10	10	10
2 Switzerland	10	10	10	10	10	10	10	10	10	10	10
3 Colombia	10	10	10	10	10	10	10	10	10	10	10
4 Romania	10	10	10	10	10	10	10	10	10	10	10
GROUP D				GROUP E				GROUP F			
P	M	D	L	P	M	D	L	P	M	D	L
1 Germany	10	10	10	10	10	10	10	10	10	10	10
2 Bolivia	10	10	10	10	10	10	10	10	10	10	10
3 Spain	10	10	10	10	10	10	10	10	10	10	10
4 South Korea	10	10	10	10	10	10	10	10	10	10	10

The statistic side of things is all catered for in a series of attractively designed screens

Team Selection											
Germany				Bolivia				Spain			
P	M	D	L	P	M	D	L	P	M	D	L
1 USA	10	10	10	10	10	10	10	10	10	10	10
2 Switzerland	10	10	10	10	10	10	10	10	10	10	10
3 Colombia	10	10	10	10	10	10	10	10	10	10	10
4 Romania	10	10	10	10	10	10	10	10	10	10	10

RA SOCCER: LD CHALLENGE



Everything in football games these days can be compared with an older game because every angle seems to have been covered already. All a programmer can do is strive to make his game more playable than the others. Graphical detail counts for little as there is only so much you can do with a big green field and some white poles.

Noticeable by its absence is any mention whatsoever of the World Cup. All the teams are there and they all play for a doppelganger trophy but for legal reasons this is not the WC itself. Instead, the competition is the World Challenge. This also provides a good excuse to let England have a go, and consequently get knocked out (sorry Tel but it's not an overnight job is it?).

Now I have my moments in Sensible Soccer. I can bend it round the best of them (so to speak) but when I first played this I got blasted off the field by Bahrain reserves until I assumed the form of the mighty Germany and actually got the ball in the net.

The format is the same as the World Cup with each team taking their place in a group of four with three matches to play. The group winners go through into a knockout tournament from which the eventual winner appears. Should you be fortunate enough to be the last surviving team surviving at the end of the tournament then you will be shown an animated

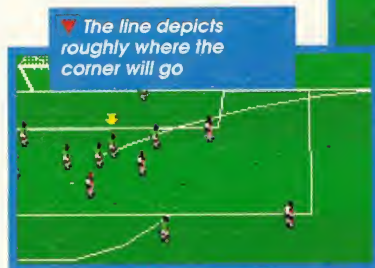
screen with your players lifting the trophy and you will be able to sleep soundly, sure in the knowledge that you've got pretty good at this game.

As far as nice features and touches go, this offering is tightly packed with those too. Up to eight human players can take part in a competition or failing that the computer will happily take control of the other teams. In the Challenge, the game keeps track of booking and sendings off and dishes out suspension accordingly. Lose a couple of star players and your team could be weakened enough to provide a shock result.

League leader?

Gripe time. If I had to put my finger on one particular problem – and this is being picky for the sake of it – then I would have to highlight the way the game switches between player control when the opposition is on a run towards your goal. It is quite possible to have control flicked between two chasing players every second or so, vastly reducing any chance of catching up before a shot is taken. And this really is the only gripe.

Sierra's Soccer game is a very polished product that enters the top three footy games at the moment in my opinion. I'm not a fan of Goal! but, along with Manchester United PLC and Sensi, this is right up there. At least they've had the bottle to try something a little bit different and for the most part I must say that this has paid off.



THE LOW-DOWN

PUBLISHER: Sierra
CONTACT: 0734 303 332
H.D. INSTALLABLE: No
PRICE: £25.99

S C O R I N G	
GRAPHICS	89%
SOUND	82%
PLAYABILITY	89%
DIFFICULTY	Tricky

This game grew on me the more I played. I liked it at first, played it a bit longer and went off it a bit, but by the time I got round to writing this I was playing it quite a bit again. You wouldn't expect a soccer game from Sierra and fewer people would have expected a good 'un. However, here it is and in time for the World Cup too! The choice is becoming greater and the quality of football games is improving. Full marks for a fine, playable effort.

REVIEWED BY: Chicken

SECOND OPINION

One of the very best footy games around. I can't decide which I like best between this and Man. Utd., though I do have a slight gripe regarding tackling. It's too hard.

OPINION BY: Paul

OVERALL SCORE

89%

ACTION REVIEW SPORTS SIM



Here's another footy game. It's based on the '94 World Cup, it's by Empire, and yes, it is...



▲ The tactics screen, and a chance to equip yourself with a Superskill

EMPIRE SOCCER '94



▲ Aim the crosshairs, press the button, and hey presto!

Man. Utd., Empire have opted for some big, chunky sprites.

The thing is though, it's not very good. OK, according to the manual, there are dozens of special skills to choose from and master, and fair enough, the long, raking passes do look great when you find your man. There's only one pitch though.

In the box

The pitch is so small, that just one such pass can turn a goalmouth scramble into a scoring chance in the opposing six yard box. Hardly skilful, and while we're on the subject of the six yard box, it's worth noting that you never have sight of the goal until you reach it (the six yard box), meaning that, for the most part, goals are the result of hitting and hoping. Totally unforgivable, because goals, after all, are the be-all and end-all of footy. I'll leave it at that I think. There's more I could say, but you should have the gist by now and besides, this whole goal thing's got me down.

▼ Clever move this: never have a team masked their short corner intentions quite so well as here



Originally I was going to treat Empire Soccer as a kind of The Good, The Bad and The Ugly review. I intended to use three of today's top football stars – say Gary Lineker, Eric Cantona and Peter Beardsley (or maybe Ian Dowie) in the first person, and have them all interacting with each other. You know, each person bringing up equally valid points in various hilarious and stereotypical ways in order to get across the merits and failings of this, the latest in what will become a very long line of World Cup cash-ins.

Unfortunately I can't. You see Eric Cantona would have been the only vociferous one, and the point would have been missed. So it's ever onwards in the old, accustomed fashion.

Traditional mould

Empire Soccer '94 is a World Cup game in the traditional mould. All 24 qualifiers are here of course, plus selected no-hopers – your Englands, Scotlands, Wales's, that kind of thing – and the idea, of course, is to leave the tournament one shiny piece of silverware to the good. If you are unhappy with the group you're in, a good old randomising option allows you to cheat like mad and make it easy, which is never a bad thing.

Skill levels of the teams can be altered to, er, level matters up, and you can also choose Novice or Pro mode, Novice mode making the game generally easier to play. And, just to be different from Sensi or

THE LOW-DOWN

PUBLISHER: Empire
CONTACT: 081 343 7337
H.D. INSTALLABLE: No
PRICE: \$29.99

S C O R I N G	
GRAPHICS	78%
SOUND	80%
PLAYABILITY	48%
DIFFICULTY	Average

A couple of years ago football fans would play any old footy game simply because – hey! – it was football. That was before you-know-what, and subsequent efforts have improved vastly as software companies have come to realise what we now expect. Man. Utd., Sierra Soccer and even Ocean's European Champions have all neared the Great One in some respects, but this is a needless step back to a time when standards were lower.

REVIEWED BY: Paul

SECOND OPINION

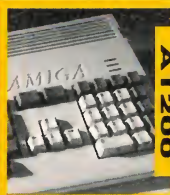
I don't usually rave about football arcade games, and this is no exception to the rule. Half an hour of this turgid fare was enough for me, thank you very much indeed.

OPINION BY: Neil

OVERALL SCORE

57%

ACTION REVIEW PLATFORM



Here we see the ▶ games three highly different main characters, all of which are available for you to choose to play as



IMPOSSIBLE MISSION 2025

MicroProse branch out into platformers, an old platformer with history and enough puzzles to make it nearly impossible

When you consider what the game consists of, this isn't really a surprise. Anyone familiar with the original will realise that, while brilliant for its time, the technological limitations of the period seriously restrict its playability when put up against today's offerings and although it looks completely different, the only things that have really changed are the graphics and the size of each level.

The levels have you running around a platform-based landscape searching for power-ups and, more importantly, pieces of a circuit that have become scattered around the surrounding area. The power-ups include extra lives, weapons and even a jet pack which allows you to scoot round those levels without the confines of gravity slowing you down.

As for the circuit pieces, you don't just have to collect them. Once you have got them all, one of two things will happen. If you have discovered the auto-solve power-up, the pieces will be put together for you. If you have failed to uncover it, you will have

▼ The original game is, as I'm sure you already know, also included



▼ The graphics have been greatly enhanced. Unfortunately the gameplay is the same



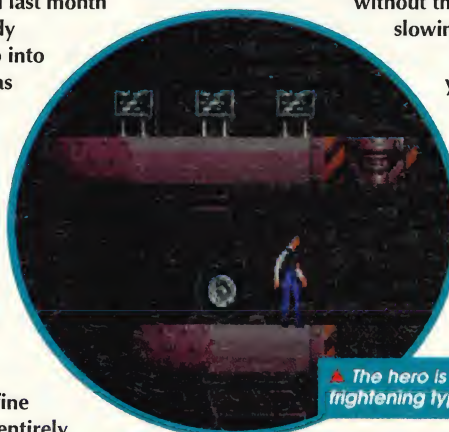
We like our cock-ups here at Amiga Action and on the, ahem, rare occasions when we do make one we like to go for it in a big way. One such faux pas occurred last month due to a series of slapstick comedy events which I haven't time to go into and what can only be described as an 'internal misunderstanding'.

Well, as a result of the aforementioned shenanigans we stated on numerous occasions that both this game and the original were programmed by the legendary Bitmap Brothers team, when in fact they had about as much to do with either as Paul has ever had to do with a well written review. We know not that these fine games were in fact programmed entirely in-house at MicroProse.

Anyway, rest assured that the person responsible for the mistake has been publicly flogged, and I can guarantee that if we ever preview this game again in the future we definitely won't make the same mistake twice.

Looking ahead

Anyway, I must admit to quite looking forward to playing Impossible Mission, even though I have never actually played the original before in my life. I was going entirely off looks from last month's preview and more often than not that approach turns out to be a mistake and you are bitterly disappointed. I would be exaggerating if I was to say that in this case, but it is fair to say that the game didn't really live up to my expectations.



▲ The hero is certainly a frightening type

▼ Sub games have been included to liven things up. This is Simon





▲ The jetpack is perhaps the best new addition to the 2025 version and when you have it, speeds the game up no end



▲ The old version highlights the aesthetic improvements made

to piece it together yourself, and this is no easy task. When all the pieces are in the correct place you have to quickly head for the exit lift and make good your escape to the next level.

Unfortunately, that's about it as far as gameplay goes. Oh, hang on a minute, that's not quite true. Also included are a number of sub-games which are accessed when you try to search some of the computer terminals that are dotted around the levels. Among these games within a game is a space invaders variant and a version of the game Simon, which calls for you to recall a sequence of musical notes in their correct order.

Excitement

These additions do help to liven up the gameplay a little, but not enough to raise the game to classic levels. It's not that Impossible mission 2025 isn't enjoyable to play, because it certainly is. It's just that when you have been playing for a while and have progressed through the levels, it all becomes much of a muchness and you find yourself searching around for something better to do.

Nostalgia freaks will no doubt be ecstatic to learn that a pixel-perfect version of the original game has been included for your enjoyment. All it served to do for me though, never having seen the original, was to illustrate how overrated the original was. Then again, I am comparing it to today's games rather than those of yesteryear.

The overwhelming problem with this game as far as I'm concerned lies merely in the fact



▲ Oh yes, it's a space invaders sub game for you to drool over



▲ The cyborg character is my own personal favourite

that I was more than a little disappointed by what looked to be a highly promising game. Although it is enjoyable to play at first, the lack of real depth soon becomes apparent when you realise that there is very little variety throughout the whole of the game.

I'm not saying this is awful by any means, but it is just not as good as I had expected or hoped for, especially from a company as highly regarded as the mighty MicroProse. It will catch some of the nostalgia vote though, and the graphics are a definite improvement.

THE LOW-DOWN

PUBLISHER: MicroProse
CONTACT: 0454 326 532
H.D. INSTALLABLE: No
PRICE: £34.99

SCORING

GRAPHICS	87%
SOUND	83%
PLAYABILITY	71%
DIFFICULTY	Average

Hmm... it's a MicroProse game, so if past experience is anything to go by it should be something to savour. It's not. It's not bad, but the words 'excellent' and 'superb' are not even in Impossible Mission 2025's vocabulary. MicroProse have branched out into platform games for the first time I can remember and it hasn't really paid off. It will undoubtedly pick up fans of the original, but experienced platformers will want more. Average at best.

REVIEWED BY: Steve

SECOND OPINION

What next? Manic Miner 2025? Well Impy Mish is a good, solid platform game but it fails to stand out significantly from the crowd. It looks nice enough but well, erm really!

OPINION BY: Chicken

OVERALL SCORE

76%

ACTION REVIEW PLATFORM



Remember the Spectrum days when games were games and penny chews were a penny? I don't, but it does have a certain relevance

Games with an 'n' in the title. I love them. I don't know why, but the mere tackiness of it appeals to something deep down inside me, whether the game is the pumpiest in the history of pumpness or not. I don't care. If Snapperazzi had been called Snapperrazzi 'n' something, I would have been first in line for reviewing it and shouting out things like "90%", and "Accolade".

Actually my flagging interest in platform games has been rekindled of late. Pond 3 is one of my favourite games at the moment and that is pretty unusual for me. I suppose that's why I didn't turn my nose up at the chance of reviewing this. That and the fact that in the past Krisalis have produced some highly impressive 'platform romps'.

Reminiscences

Soccer Kid and Arabian Nights have set the standards and Traps 'n' Treasures attempts to continue the trend with some degree of success.

While I was playing this, numerous people came and stared over my shoulder, as is the way in the office, and the one comment that the informed among them consistently came out with was "it reminds me of an old Spectrum game", at which point if I didn't shut them up they began to wander off into reminiscences about long-forgotten games.

▼ The now statutory platform level map makes yet another appearance. It maps your progress through the game



TRAPS 'N' TREASURES



▲ Flynn climbs a ladder. Exciting, isn't it?

Before someone at Krisalis flies into a rage, I must point out that it was said in a nice way and was in no way a suggestion that there are only ever four colours on the screen at any one time. Of course they are referring to the fact that the gameplay reminds them off those golden days long gone, when graphics and sound were unimportant and gameplay was what counted.

I never had a Spectrum so can't comment, but I'm sure that if I had had one it would have reminded me of that too. It's not that the graphics and sound are appalling, although they could in no way be described as excellent, it's just that it is entirely obvious that the programmers have concentrated more on how the game plays than how it looks and sounds.

Gameplay wise

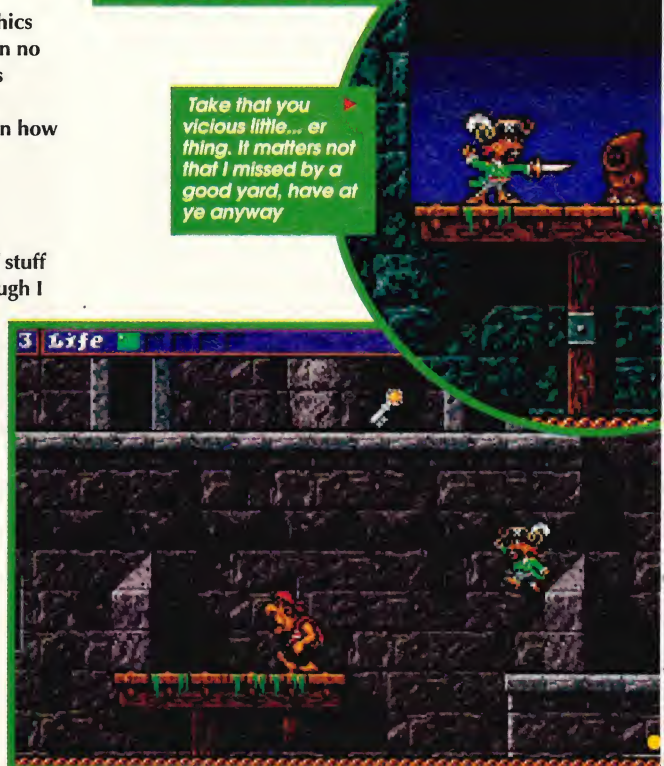
The storyline is pretty irrelevant with a load of stuff about pirates and things but it's looking as though I might come up a little light on the old word count and it's as good a thing as any to boost it up a bit. You are a pirate captain named Flynn and the evil Redbeard has gone and captured your entire crew and it is down to you to rescue them - if you ever want to leave the port that is.

That's basically it as far as storyline goes and to be honest I'm a bit disappointed that it didn't amount to more but I suppose I'll just have to soldier on regardless.

Gameplay-wise Traps 'n' Treasures is a winner and at times will delight even the most hardened platformer. It may not be state of the art, but it isn't meant to be. It goes right back to the roots of computer gaming when games were fun.



► Take that you vicious little... er thing. It matters not that I missed by a good yard, have at ye anyway





◀ Flynn leaps for joy as a result of another great buccaneering success. Or maybe you just pushed up. Who knows?

85%

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ACTION REVIEW SPORTS SIM



WEMBLEY RUGBY LEAGU

At last, someone has come up with a half-decent Rugby League game

Now I'm the first to admit – being a fan of the game – that Rugby League is a highly complex affair. In fact, I'm convinced it is this fact that puts off many supporters of the simpler game of football from even giving it a go.

They simply can't understand the finer points – and aren't even willing to try. OK, most people know how the scoring system works, but what do they know about the knock-on rule, offside or even stealing the ball in the tackle? You have to admit that the majority haven't got a clue.

Why, you may be thinking, am I rambling on incessantly about the complexities of what some would argue is 'the world's greatest game'? Well, let me quote you a line from the manual – if you can call a folded, photocopied, A4-sized piece of paper a manual that is.

'Wembley Rugby League simulates most of the features of the real game. This manual does not attempt to explain the rules of rugby in detail – if you are new to rugby you are advised to read a book on the game.'

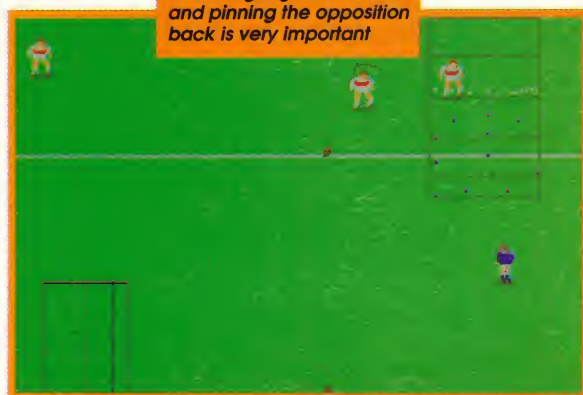
Now I'm sorry but if I've just shelled out good money for a game, the last thing I want to see is the

If the ball is dropped or kicked into touch, a scrum feed is awarded to the opposing team. A number of plays are available

The kick is a useful tactic if you notice that the defence has strayed too far forward. Chip it over the top and hope to get there first



▼ Getting a good kick off and pinning the opposition back is very important



pathetic instruction 'piece of paper' telling me to go out again and buy a book on rugby, come home and then pore over it before I have a chance to actually play the thing. I don't know about you, but I find that totally unacceptable and I feel that Audiogenic should look seriously at their policies before they release another product.

Up 'n' under

What makes it worse is that the game itself is excellent. I never thought I would see the day when someone successfully managed to simulate on a computer the high speed action that is generated during 80 minutes on the rugby field. Wembley Rugby League hasn't managed that entirely, but I will be very surprised if I see a better effort, in the near future at least.

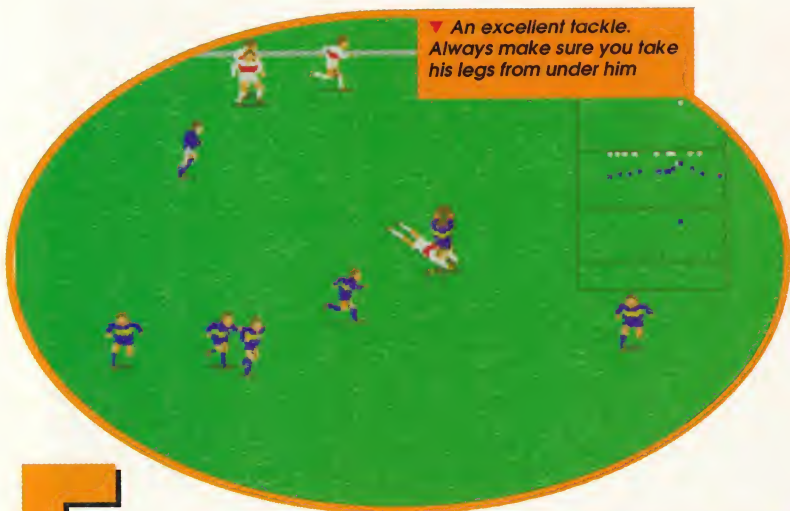
The graphics are very Kick Offy in style and everything is very green, as you would

expect from a game that is played entirely on a field, but unfortunately this means it all looks a bit on the bland and empty side. This is unavoidable so don't be put off.

A handy scanner is incorporated into the top corner of the screen, so when you dart through the first line of defence you will know just what lies upfield and can make counter measures to compensate, just like in the real thing.

As far as I can see, all the rules have been incorporated correctly, though I'm sure some of the more 'interesting' rugby league fans – and let me assure you there are plenty – will find something to pick holes in. It's fine by me though and couldn't have been done much better.

In the past, programmers have always been trying to tap into a previously unexploited market and haven't really bothered too much about the finer points. Take the old ST game Rugby League Boss. In this sim by some long-forgotten software house, tries were never converted. Now that may



E

A standard rugby tactic is the drop off. Simple but devastatingly effective, it has confused defences for years

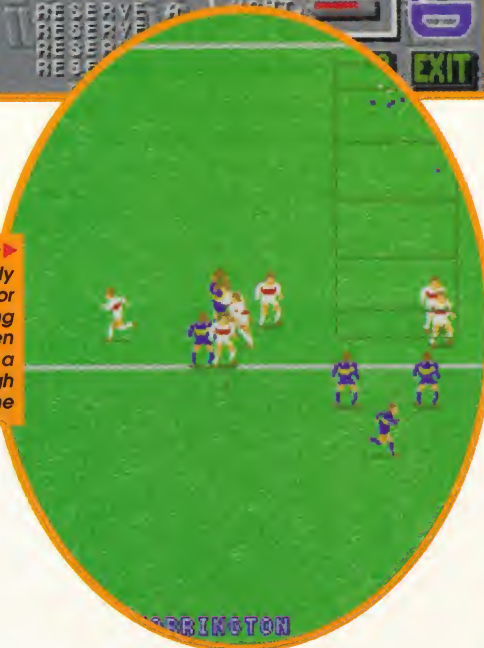
The run around is the oldest trick in the book and basically consists of a short pass to a man running behind you

A run down the blind side of the defence is basically designed to wrongfoot any shoddy tacklers

The only real disappointment, apart from the manual is the lack of real player names



The scanner is a handy tool for planning strategy when you make a break through the line



Scrumming has been incorporated as you would expect, and thankfully they aren't as big a joke as in real life

not seem like a vital point to many, but to the die-hard league fan it is possibly one of the most infuriating things that can happen.

In Audiogenic's effort the proper teams are used but the correct player names have been omitted. I always feel that in any sporting simulation this adds a great deal to the atmosphere and increases the realism factor tenfold.

Many fans will undoubtedly be put off by the fact that they can't take control of their favourite players as they surge onward for a try.

Argy bargy

All we can do is hope that in future Audiogenic will produce data disks, as they did with the Graham Gooch game. We've had the Wembley licence now, so there should be nothing stopping them get hold of the Stones Bitter Championship rights and producing either a data disk or, even better, a standalone product.

Don't get me wrong, I'm not complaining. We rugby league fans have to be grateful for what we can get, and this is just about the first decent thing we have ever got as far as computer games go. And I really do think that it's about time more people began to appreciate the merits of the game. Football supporters really could get to like it if they were prepared to give it a go.

Fans of Rugby Union might struggle a bit more for two reasons. Firstly, they might find it a bit too fast and exciting compared with the dire matches they are used to watching and, secondly, they probably couldn't see the screen around the enormous chip that is sitting on their shoulders. Sort yourselves out eh lads?

THE LOW-DOWN

PUBLISHER: Audiogenic
CONTACT: 081 424 2244
H.D. INSTALLABLE: No
PRICE: £25.99

SCORING	
GRAPHICS	74%
SOUND	70%
PLAYABILITY	86%
DIFFICULTY	Average

It's difficult to be objective about this because it's the first game of its type, at least of any worth, and one that has been far too long in coming if you ask me. This wouldn't be a problem if I wasn't a supporter of the sport it is simulating. All I can do is say that I think it is a particularly enjoyable sports game on its own merits and one that has been well programmed. It should definitely appeal to almost anyone who likes their games fast and furious.

REVIEWED BY: Steve

SECOND OPINION

If there's one thing you can say about Audiogenic, they do know how to do sports games, and this is testament again. The manual is inexcusable though...

OPINION BY: Paul

OVERALL SCORE

80%

ACTION REVIEW PUZZLE



A600



▲ The castle levels of *Benefactor* see our hero taken back to medieval times



▲ The only way to cross such an icy chasm is to leap across the ice floes

BENEFACTO

Platforms, Lemmings and surely the smallest Amiga sprites ever

I've had quite a while now to think of the best way to describe *Benefactor*, thanks to all the time I've spent playing it, and I've decided that the best way to sum up this new game from Psygnosis is that it's like taking part in an episode of the *Krypton Factor*. An unlikely scenario at the best of times, I'll grant you that much. But bear with me.

Gordon Burns' neatly parted hairstyle could surely never be recreated with such precision on any computer yet known to man, and the chances of anyone wishing to mimic that awful theme music (by The Art of Noise I think) are slim, to say the least. Yet I can think of no better way in which to sum up this puzzle/platform/memory test of a game.

The brains behind *Benefactor* are Digital Illusions, those blonde-haired Scandinavian funsters



▲ The water looks a bit nippy to say the least. The life saving ring may come in handy

▼ The Lemmings characters, or Merry Men as they are known, wait patiently to be set free from their incarceration





▲ I don't know who this castle belongs to, but it could do with a lick of paint. A Misty Buff or a Mint Sunrise would do the trick



▼ The grey Lemming bloke will need to be painted before he goes about his business, but the red one is more than intelligent already

R

A

AMIGA ACTION
ACCOLADE

who brought the world Pinball Dreams and Pinball Fantasies. But if you're not really a fan of the silver ball then there is no need to worry, because this game is a definite departure from those that have gone before.

There is a sort of plot to set the scene, but it's mainly just waffle involving this bloke (Ben E. Factor or whatever), travelling around the place whilst rescuing a number of Lemming-like creatures from adversity. Don't ask me why these characters are in trouble because I can't remember, but suffice to say that they are currently incarcerated behind locked doors which can only be opened by the Benefactor using the appropriate key in the locks. It may sound very simple and a bit of a yawn, but there's so much more to it than that.

Ooh dear!

The first thing that sprung into my mind when I loaded the game was something along the lines of "ooh dear!". This was entirely due to the tiny graphics and the few seconds it took me to identify the character I was supposed to be controlling. However, once I had located the hero sprite (decked out in a sort of green boiler suit), and begun to move him around the screen using the joystick, things became a lot clearer.

I still wasn't won over as the Benefactor somersaulted over a Raiders of the Lost Ark-type rolling boulder and climbed his first ladder, but once I managed to pick up the key on the initial level, things began to take off for real. A Lemming character, who prior to this point had been standing placidly behind a locked door, suddenly came to life



▲ The forest levels are rather unsurprisingly jam packed with trees, leaves and branches

and began to leap up and down excitedly. My hero instincts were instantly aroused of course, and before very long I was busy freeing the little blighter with a flourish.

As I sat there in the brief afterglow of a job well done, I felt that I was more than entitled to a small gift from the little bloke I had just freed, or at the very least a congratulatory handshake. But no, no



▲ Things look to have taken a turn for the worse. How is such a small bloke supposed to cross such a big gap?

▼ Each level is preceded by a handy little screen which gives you a handy hint



such thing. On the contrary, the ungrateful blighter just waltzed past the hero sprite without so much as a 'by your leave' and then stopped just underneath a ledge which I had previously been unable to reach because it was situated too far above the Benefactor's head.

A few seconds of thought and work later I managed to pick up the 'Lemming' character and throw him up to the ledge above. Before I knew quite what was going on, the escapee proceeded to flick a switch, at which point a large pair of trainers fell at my feet from above. Picking up these highly charged Reeboks then allowed the hero sprite to make larger distances when jumping, and consequently reach parts of the level which had previously been inaccessible.

After a few more superhuman leaps had been performed, and another switch had been thrown, the newly freed prisoner was able to make his own way to the exit, and it was onto the next level. I was absolutely hooked.

It's fair to say that the graphics are absolutely minute, but the programmers have not let this get

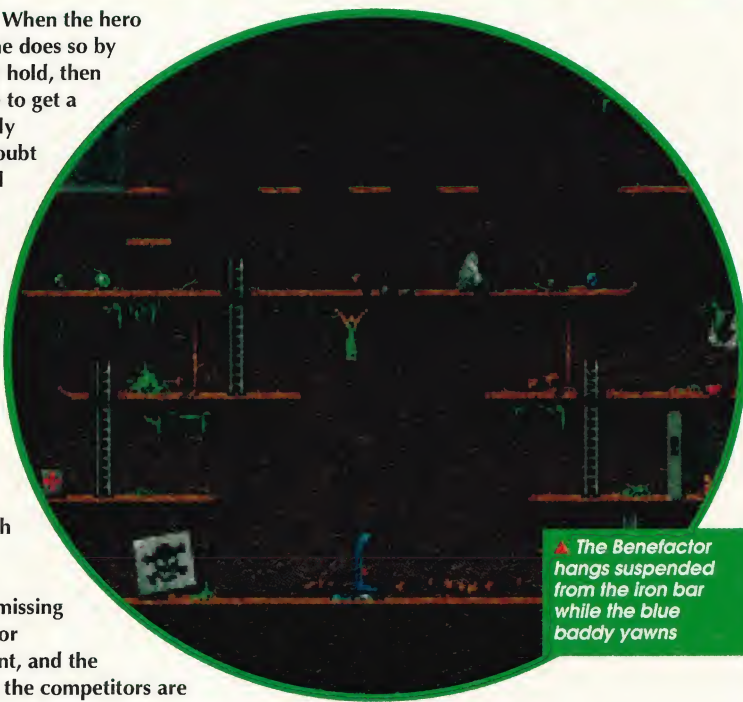


in the way of the animation. When the hero sprite climbs up to a ledge, he does so by first leaping up to get a hand hold, then lifting one leg onto the ledge to get a better purchase, before finally dragging the rest of his no doubt aching body up behind it. All this is executed so naturally you almost begin to feel the character is real. And as for the monkey swing technique which the hero uses to cross yawning chasms, well that just has to be seen to be believed.

The physical nature of the sprite animation is what first had me thinking of The Krypton Factor and then, when I came across the death slides on some of the later levels, my suspicions were confirmed. All that is really missing from this is the sergeant major screaming out encouragement, and the horrendous tracksuits which the competitors are made to wear.

Perhaps the most appealing factor of the game however is the inclusion of the red-coated prisoners. Once released, they will go about helping you complete the rest of the level. Be it flicking a switch, operating a winch, or even mending a broken ladder, they will perform their allotted task with the utmost efficiency until your rescuing job is completed.

Anybody who has seen The Krypton Factor will be aware of the death slide with the comedy mud pool at the end



The Benefactor hangs suspended from the iron bar while the blue baddy yawns

An added dimension is provided by the inclusion of the grey-coated prisoners who, when you have released them, will just wander about aimlessly until you manage to paint their coats red with a handy pot of Dulux and a colouring machine. This is done by making sure one of these stray souls passes under such a machine and hey presto! they will magically be transformed into a member of the more intelligent red-coated fraternity.

I can't really describe the nature of the game adequately in such a short space, but if you can imagine a cross between the best elements of Flashback, Lemmings and The Krypton Factor, then you have some idea of what Benefactor is all about.

There are four separate worlds included in Benefactor: the Underworld, a Forest, an Ice world, and a Castle. Each world contains an adequate number of increasingly difficult levels (most of more than one screen), and there is more than enough variety to keep the gamesplayer interested long after most other games have been discarded.



The first level is a pretty easy introduction to the game

THE LOW-DOWN

PUBLISHER: Psygnosis
CONTACT: 051 709 5755
H.D. INSTALLABLE: Yes
PRICE: £25.99

S C O R I N G	
GRAPHICS	89%
SOUND	85%
PLAYABILITY	91%
DIFFICULTY	Spot on

Looking at the screenshots, you could be forgiven for thinking that it doesn't look like much of a game. However, scratch a little beneath the Lemmings-like surface and you will be rewarded with what is undoubtedly a fascinating and enjoyable platform/puzzle hybrid. Superb animation and constant surprises make Benefactor well worth a score in the nineties, and well worth an accolade. There's definitely more to Digital Illusions than just pinball.

REVIEWED BY: Neil

SECOND OPINION

Benefactor is rather paradoxically a very original, but unoriginal game. It has been done before, but never in a form quite like this. More of the same would be greatly appreciated.

OPINION BY: David

OVERALL SCORE
90%

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ACTION REVIEW

REVISITED

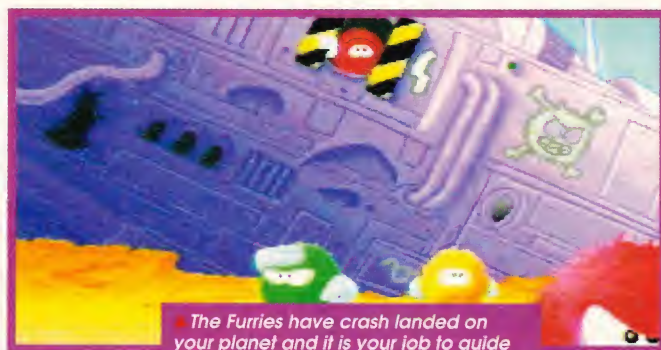
FURY OF THE FURRIES

Mindscape's top puzzle romp featuring those furballs from outer space has finally made it onto the CD32. Hurrah! All the gameplay, graphics and sound of the original, with a few extra

twists and turns thrown in for good measure. What's more, I bet that the programmers have made good use of the CD32 control pad. Changing between the differently talented furries will no doubt now be a simple matter of pressing the button with the same colour as the required hairy blob, and he or she will appear

magically before your very eyes.

Unfortunately this isn't the case. The intro sequence has not been animated to any further degree than the original, and the control method remains unchanged. In short, it's exactly the same as the standard Amiga versions. However, this is no bad thing, as the original wasn't half bad in the first place. I can't help feeling though that more use could have been made of the CD32's capabilities, but I can't bring myself to alter the updated score.



The Furries have crash landed on your planet and it is your job to guide them back to safety



The green furry is able to swing like some sort of Tarzan creature from any convenient dangleworthy structure

PUBLISHER: Mindscape PRICE: £29.99 REVIEWED BY: Neil

C D 3 2

ORIGINAL SCORE

86%

UPDATED SCORE

86%

LEMMINGS



Surely all our readers must be aware of Lemmings in some form or other

isn't fed up with the seemingly endless procession of games involving the eponymous heroes. Even Psygnosis seem to have stretched the point a bit with the release of their sequel being entitled Oh no more Lemmings!

That may seem a little unfair, because there can be no doubting the fact that in terms of originality, Lemmings is more or less unbeatable. However, I suspect that just about every computer gamesplayer in the world has played this game on some format or other, and will be

reluctant to purchase this gem again if they have just sold their old machine and bought a CD32.

The terms 'flogging' and 'dead horse' spring easily to mind.

I'd be the last person to blame anyone for thinking "Oh God, not again" at this point. After all, they've been around for so long that I can't imagine that there is a single person out there who

PUBLISHER: Psygnosis PRICE: £25.99 REVIEWED BY: Neil



The blockers are doing their job admirably on this easy level

C D 3 2

ORIGINAL SCORE

95%

UPDATED SCORE

85%

STRIKER



▲ Hang on, this is the same screenshot as the last one



▲ The player with the ball is helpfully highlighted to limit any confusion

We can't move for footy games here at the moment. With the World Cup just around the corner, every software company this side of The Milky Way seems to have released a football game of some description or other.

Gremlin have picked up on an old favourite in the shape of Striker, and decided that CD32 owners should have the privilege of owning this fine piece of sporting software. Fair enough, behind Sensible Soccer, Striker is my second favourite football game. But, hasn't Striker been released on budget? Well the answer is yes, but

◀ The photographers will have to invest in safety helmets if I keep struggling to find my shooting boots. Our ball roll! Honest

believe it or not, the CD version retails for a whopping thirty quid. There is no doubting that Striker is a good game, but it hardly seems fair that it should be released at full price on a new format when it has previously been available on budget. Shame on you Gremlin.

C D 3 2
.....

ORIGINAL SCORE

70%

UPDATED SCORE

71%

PUBLISHER: Gremlin PRICE: £29.99 REVIEWED BY: Neil

TORNADO

Amiga owners who purchased Digital Integration's technically superb flight sim, Tornado, will be glad to know that an AGA, hard-disk-install-only version is about to be released. Programmed in conjunction with

information taken from actual RAF pilots, Tornado (A1200) includes all the features of the original version – combat and mission-based campaigns, multi-aircraft attacks, and a two-player dogfight option – and has been enhanced to take advantage of the superior machinery.

As well as the usual 256 colours, a full screen visual and graduated horizon have also been included. Add to this the improved graphical interface and sound effects, and

you have just about the best flight sim available to date for the Amiga.

One further point which existing owners of the A500 version may like to know. If you have upgraded your machine and would like to upgrade your copy of Tornado

accordingly, you can do so by sending their original disks back to Digital Integration along with a cheque for £9.99.

◀ The Tornado menu system is extremely user friendly. I mean you can't really go wrong when you're faced with a screen as simple as this



▲ The map allows you to plan your assault to perfection prior to takeoff

A 1 2 0 0
.....

ORIGINAL SCORE

85%

UPDATED SCORE

89%

PUBLISHER: Digital Integration PRICE: £39.99 REVIEWED BY: Neil

FIRE AND ICE

More platform fun, this time in the shape of Fire and Ice. Cool Coyote is the particularly apt name of the canine character that you have to guide around all four corners of the world in search of some dastardly bloke or other.

Straight from the off you find yourself being drawn towards this mongrel hound of the plains, and this is definitely one of the main attractions of the game. The intro sequence shows Cool in his igloo home, playing the piano and howling away into the frosty night without a care in the world (surely Esther Rantzen should be informed of such a feat).

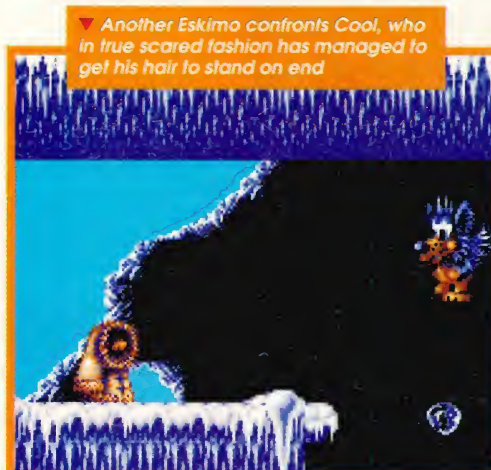
However all this serenity is set to change, as you guide Cool around a variety of enormous worlds collecting keys, bonuses and other platformy stuff as you go.

Superbly detailed graphics and fantastic playability have an important part to play in Fire and Ice, and help the game appeal to a wide audience.

Perhaps the best compliment which can be paid in the revisited section is the fact that this fine game has been around for quite some time, but surprisingly doesn't yet look dated. And that's a hearty recommendation indeed.



▲ Cool comes across many strange characters on his travels, including scary-looking Eskimos such as these



▼ Another Eskimo confronts Cool, who in true scared fashion has managed to get his hair to stand on end



▼ These sleepy eyes mean only one thing: Cool has met his match and is on the way to the great igloo in the sky



PUBLISHER: Graftgold PRICE: £29.99

ZOOL 2



▲ The new intro sequence shows Zool in all his athletic glory

See how Zool avoids the threat of the ever so dangerous horrendo-stapler



smile as he hands us jiffy bags with Sheffield postmarks these days.

First there was Zool 2 for the standard Amiga. Then there was the A1200-specific version with its enhanced sound and graphics, before literally hours later we found ourselves in possession of Zool 2 for the CD32. Who knows, tomorrow we may even see the arrival of Zool 2 for the radio, the teas-made, or even the toaster.

I hope all that didn't come across as too cynical (because it isn't meant to be), but it does get very difficult at times to fill half a page with wafflings about a game which we have reviewed so many times before on varying formats. Anyway the smart new intro sequence is worth a squint if you like to see the CD32 put to good use.



Has there been a day in the last couple of months when we haven't received a new version of Zool 2 in the post? Well, maybe it's a bit of an exaggeration, but even the postie seems to be giving us a bit of a wink and a knowing

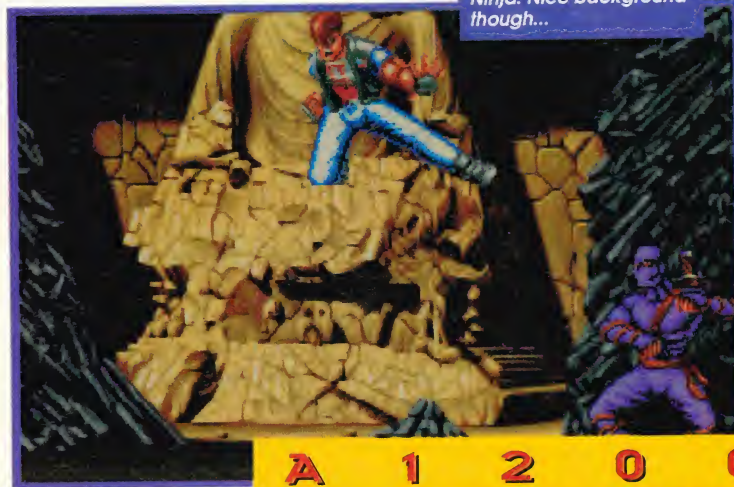
PUBLISHER: Gremlin PRICE: £25.99

BODYBLOWS

♥ I knew it – no-one called Danny could ever compete with someone known as Ninja. Nice background though...



♦ Danny and Ninja (hard name that) square up for the first bout of tag team fighting. I know where my money is



Now BodyBlows was well received when it arrived on the Amiga about, what, 18 months ago? I liked it, and beat 'em-ups really aren't my cup of tea.

More recently though, the likes of Mortal Kombat (and the, ahem, upcoming Elfmunia) have made it look just a little bit ordinary. Well, Team 17 are having none of that, so they have set about putting things to rights in the form of this pseudo-new AGA version.

Basically this is Ultimate BodyBlows on disk, only you don't have the option of the BB Galactic characters, obviously. You do however get to play as any one of the original fighters, on luvverly 256-colour backgrounds, with the option, should you

desire, to partake in a tag team competition with a difference. Oh yes.

Briefly, both players choose a set amount of fighters and go about hammering the buggery out of each other. When one goes down, the next team member steps in, and the person with manpower left at the end of the fight wins. It's a nice twist on the tag idea and works well with two players, which is when these games come into their own anyway.

On its own, it's not incentive enough to re-purchase – but the backgrounds are new and the price is right, as they say, at 13 quid. As the foreign Reader Reviewers would say: 'You lyke beaty-uppy, you by Boddee Blow!'

A 1 2 0 0

ORIGINAL SCORE

92%

UPDATED SCORE

85%

PUBLISHER: Team 17 PRICE: £12.99

SECOND SAMURAI

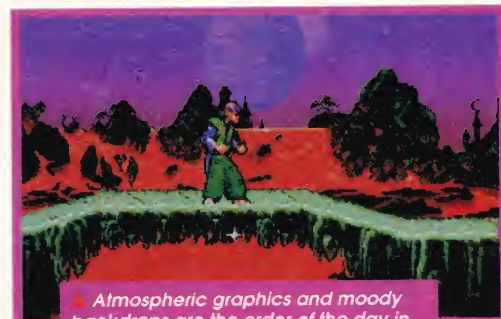
The CD32 version of what is undoubtedly one of the most popular platformers of all time has arrived, and to be honest it is in much the same vein as the A1200 version, with very few notable enhancements. However, if you haven't got the A1200 edition you

shouldn't hesitate in rushing out and buying this version.

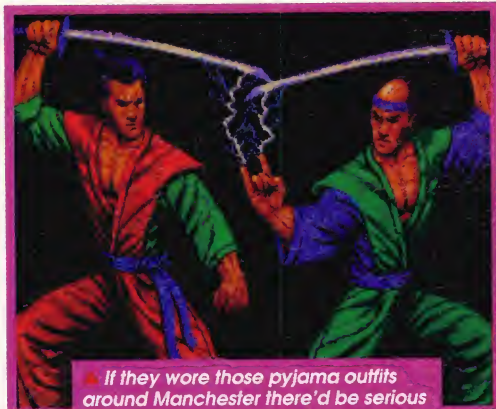
The storyline is as follows: after an epic struggle of good against evil, the Demon King had sought refuge far away in time where he could lick his wounds and recover his powers.

However, he had not counted on the power of a Samurai who had followed the demon into the 24th century and confronted him on a mountain throne where the king was prepared to try anything to defeat him.

The game features stunning graphics and animation and creates an atmosphere that is rarely seen in games of this type. The element that wins the day for me though has to be the playability factor. Once you get the hang of the controls there is no stopping you, and I guarantee you'll be playing this for a very long time once you get hooked.



♦ Atmospheric graphics and moody backdrops are the order of the day in the latest Psygnosis wonder game



♦ If they wore those pyjama outfits around Manchester there'd be serious trouble I can tell you

C D 3 2

ORIGINAL SCORE

87%

UPDATED SCORE

92%

PUBLISHER: Psygnosis PRICE: £29.99

Oh yes, you simply will not down those quills, and once again we present the choicest blend of reviews, opinion and wanton piffle

RAINBOW ISLANDS

Hit Squad

Reader Reviewer: James Parsons, Lichfield

I've owned this for over three years now, and have completed it on more than one occasion, yet still load it up to have the odd game. The original cutie, and possibly the most addictive game of all time.

Graphics: 88%
Sound: 92%
Overall: 95%

Summary: *Superb, brilliant, ace, fantastic. If you can find it, buy it. Do it now!*



AA RATED IT

It was ages ago and we can't remember...

MR NUTZ

Ocean

Reader Reviewer: Richard Chapman, Ealing

I just have to tell everyone to buy Mr. Nutz – its graphical quality is superb as are the sonics, and with gameplay this good, you just can't miss it. A must for anyone who wants a Sonic-style game on the Amiga.

Graphics: 93%
Sound: 85%
Overall: 92%

Summary: *The waiting for a decent console platformer is over.*

AA RATED IT 90%

SNACKERAMA

EMAP Images

Reader Reviewer: Johnny Utter-Tosser, Bournemouth

Is this the best we can expect from such a respected stable? The idea is unoriginal and unfunny, the characters are exceptionally bland and unfunny – frankly, it isn't worth the "disks" it comes on. Rubbish. And unfunny.

Graphics: 0%
Sound: 0%
Overall: 0%

Summary: *A pathetic and transparent (and unfunny) attempt to fill two pages*

AA RATED IT *AN ABSOLUTE JOKE – WINNER OF A THE ONE SUBSCRIPTION*

LIBERATION A1200

Mindscape

Reader Reviewer: Christopher Miller, Hartlepool

If you like this sort of game you'll be stunned by the graphics and sound. It's an excellent conversion from the CD32 – almost better. If you liked Captive then you'll love this!

Graphics: 94%
Sound: 88%
Overall: 95%

Summary: *Brilliant – buy.*

AA RATED IT 88%

MICROPROSE GOLF

MicroProse

Reader Reviewer: Jason Harold (age 32), Redruth

PGA Tour Golf? Rubbish! Links? No good! Nick Faldo? Er, haven't played it, but suffice to say that nothing can surely compare to this masterpiece. True to life in every way, six great courses, and well overdue a sequel. Listen up, MicroProse!

Graphics: 78%
Sound: 82%
Overall: 92%

Summary: *Still by far the best golf game around.*



AA RATED IT 89%

BRIAN THE LION

Psygnosis

Reader Reviewer: Paul Bowman, Dover

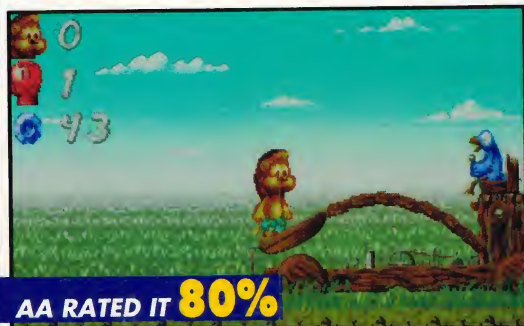
I haven't had this much platform fun since Soccer Kid. Incredible graphics, wonderful tunes, adorable adversaries – what more could anyone ask for?

Graphics: 93%

Sound: 89%

Overall: 91%

Summary: *Definitely one of the best platformers to date.*



AA RATED IT 80%

INNOCENT UNTIL CAUGHT

Psygnosis

Reader Reviewer: Jonathon Helshing, Perth

I own Cosmic Spacehead and I own Larry 4. This gives them both a caning in terms of challenge and gameplay, but I'm yet to find a truly excellent adventure. Am I doing something wrong or what?

Graphics: 84%

Sound: 79%

Overall: 79%

Summary: *An intriguing adventure, a bit tricky, and worth buying.*



AA RATED IT 77%

WINTER OLYMPICS

US Gold

Reader Reviewer: Simon Washington, Ontario

This is about as good as sports sims get. Tricky control and a lack of variety in movement hamper certain events, but for sheer all round excitement Winter Olympics has it all. Well nearly all. But it's good enough for me, so let it be! (Er, OK – Paul)

Graphics: 80%

Sound: 66%

Overall: 85%

Summary: *Forgot to do one...*



AA RATED IT 85%

OVERDRIVE

Team 17

Reader Reviewer: Clement Collier, Banstead

Rates pretty low in top-down racing games – very much like Micro Machines. Smooth, fast scrolling redeems this a little, but the constant accessing combined with the constant engine sound, lets it down.

Graphics: 80%

Sound: 63%

Overall: 70%

Summary: *Another who forgot...*



AA RATED IT 83%

Keep your reviews rolling in and we'll print as many as we can! Write to: Reader Reviews, Amiga Action, Europa House, Adlington Park, Macclesfield, Cheshire, SK10 4NP. Follow the format on this page, not forgetting to include all your percentage scores. If possible, try not to write more than 60 words of main text. Cheers!

BEHIND THE COUNT



▲ The Silica boys had no problem answering the tricky '1200 questions I threw at them. Nice one



TER

RT

CANNON FODDER

CANNON FODDER

SILICA CHART

2

UNITED

SILICA CHART

5

PREMIER MANAGER 2

SILICA CHART

6

RATION

SILICA CHART

9

MORTAL KOMBAT

SILICA CHART

10

Ever walked into a games store and had the feeling you knew more than the assistants about the products they were selling? We sent Amiga know-all Brad to the four leading city centre retailers to find out who knows best

BY: **BRAD BURTON**

Our first step in this investigation was to enter various stores to evaluate the assistants, software/hardware range and their general attitude.

So we spent some time loitering around the Amiga departments of four major computer games stores, waiting to be approached and asking all manner of weird and wild questions. The idea wasn't to rip into any particular shop or branch but to establish which retailer is best for you and your Amiga.

Step two: After visiting all the shops in the investigation, I phoned each one to ask the people who are running these stores about their business practice and their staff.

Towards the back end of each of these calls I told the managers that a reporter would be coming to the shop within the next few days, posing as a customer, to evaluate the service and what have you. Some wanted to know what he looked like and on what particular day he would be in.

Oh come on fellas, that surely wouldn't be fair now, would it?

These are the results of my enquiries, with the official line from the bosses, followed by my own observations from my visit.

DIXONS

Amdale centre, Manchester
061 832 5476

Surinder Rattan – Business centre manager
“We offer the customer a hotline support, same day service for repairs and we pride ourselves on having

the best follow-up service. All our sales staff are involved in the NVQ training project and have a terrific level of PC and Amiga knowledge.

Price-wise, find a piece of hardware anywhere in Manchester that's priced cheaper and we'll match it. That's official!"

Brad's view

Within seconds of walking through the door I could see I was going to be approached. Two over-eager sales assistants made me. Like a scene out of a 'Top Gun'-type film they vectored in on my position. I banked hard past a row of video cameras and gained a reprieve... for the time being at least.

Making my way to the computer section I was rather disappointed to come across a solitary A1200 being used for demo purposes. The majority of the area was used for PCs and related products, aimed predominantly at the home business as opposed to the home gamer.

Dixons don't sell Amiga software or peripherals but they do sell hardware and lots of it.

Judging by the amount of people in the shop, customers are enticed here by the interest-free credit which is available as long as you can stump up the cash for the deposit.

I got talking to a sales assistant who was keen on talking me through the package. After a couple of minutes I slipped into the conversation that I wouldn't be buying today, but I was expecting some cash next week and I was just sussing out prices. Oh dear, that didn't go down well, and his interest level petered off rather rapidly after that.

GAME

Arndale centre, Manchester
061 839 5101

Mr Peter Owens - Manager

"We're not called Game for nothing you know. We've literally hundreds of pieces of software in the shop at all times, all at great prices.

We generally have classy promotions which give the consumer more for their money. At the moment if you buy Manchester United Premier League Champions for your Amiga, you get a free budget game. That's what we do at Game, give our customers good value for money and a superior service. All our staff own their own machines, so you can rest assured we know exactly what we're talking about."

Brad's view

This place is a gamer's heaven, with row upon row of first class Amiga software and some specially marked items at cut down prices.

A security guard slyly stared at me as I entered the shop. The sales guy who eventually approached us, (they were busy) happily talked me through the A1200 package.

When I told the sales assistant I wouldn't be buying today, that didn't deter him and at the end of the chat he gave me his name and said he looked forward to seeing me again. I almost felt guilty about



not genuinely wanting to buy a machine, so I guess that means he did a cracking job of selling the machine to me.

Loads of Amiga Actions could be seen on the shelf, which was reassuring... or was it?

SILICA SHOP

Debenhams, Manchester
061 832 8666

Mike Cahill - Manager

"I think one of the most important things about all Silica shops is that all the staff have genuine enthusiasm for computers and have been chosen from both retailer and computer backgrounds. We've even a sales assistant who worked as a games reviewer in various magazines!

The company has been going for around 15 years, initially starting as a mail order company. In that time we've earned a lot of respect from both customers and the industry."

Brad's view

Entering this rather spacious shop, I was truly amazed. It seemed to have achieved a nice compromise, a good balance between a very professional business-looking environment and shelves of neatly merchandised software.



▲ Manchester's busy Market street is host to a plethora of Megastores and specialist retailers

Although a lot of the space was used for PCs, a fair portion was also allocated to the Amiga 1200 and the A4000. Silica cater for everyone and have a whole host of peripherals, from external disk drives all the way through to monitors. The staff allowed me to float about for a couple of minutes before politely approaching me. And then it was a pleasure to chat.

The assistant talked about the Amiga scene and even games, before taking me through the A1200. Almost every question I threw at him was answered and for the question he couldn't answer, "what does the AGA chip do", he accessed a computer terminal on the cash desk which must have been linked to a mainframe calling up page upon page of info on each of the products. Pricewise, like everywhere else, I can't really see you getting much of a discount, but you can rest assured if you do purchase something from Silica you'll know you're in good hands.

VIRGIN MEGASTORE

Market Street, Manchester
061 833 1111

Barry McGuire - Manager

Was unavailable to comment.

Brad's view

A futuristic shopping environment which has no doubt been designed with the teenager in mind. The amount of games on offer is impressive and certain items are quite generously discounted.

A plethora of magazines have a home on the rack, though I couldn't see any copies of Amiga Action.

After loitering for five minutes, I made my way up to the paydesk to find out exactly what the sales assistant knew... disappointing. Don't expect to see software or hardware being demo-ed because there are no facilities to do so. Still a good little store if you want the latest games cheap.

THE BOTTOM LINE

This has been a completely independent feature. My findings may be different to yours - but somehow I don't think so.

PD

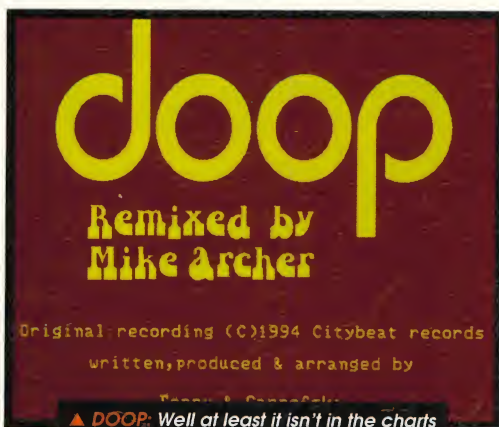
Get your games, get your games, they're reasonably cheap. Neil enjoys PD so much that he's never found asleep

That musical intro can mean only one thing. Yes! The return of those daft PD music demos which we seem to have been inundated with this month. Don't worry though gamers, I'm only reviewing two of them and the rest of these pages have been set aside for you.

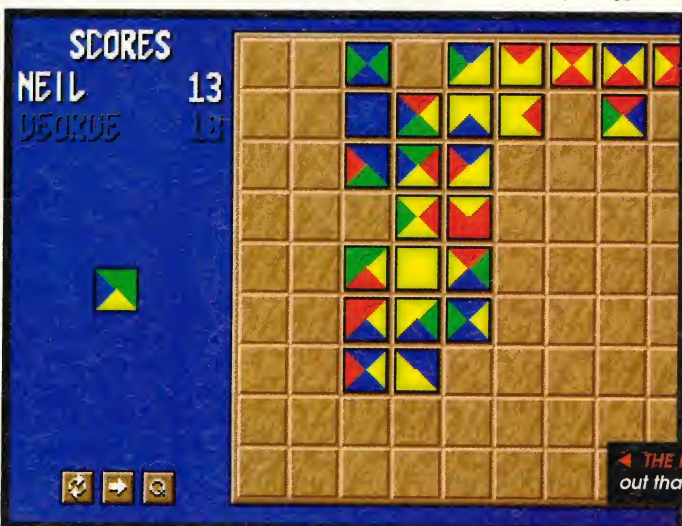
Tanx 'N' Stuff

Scribble PD. Disk No. G138

The PD world is quite literally full to bursting point with multi-player tank games. Putting on your best warring trousers and climbing into your multi-terrain



▲ **DOOP:** Well at least it isn't in the charts anymore. Let's be grateful for that



▲ **THE PYRAMID GAME:** I feel I must point out that George is the computer

vehicle seems to be the order of the day for an alarmingly large number of the PD and shareware titles we receive these days.

Obviously some of these games are very poor indeed, whilst the majority are pretty non-descript to say the least, but every now and then one such title appears which deserves rather more than a cursory glance on its way to the software bin.

Tanx 'N' Stuff is a prime example of this rare breed. A screen split into quarters allows four players to control their own tiny sprite tank around a leafy backdrop, shooting and avoiding the other players' similar vehicles. The screen moves smoothly and if you've got three friends or family members (with a joystick each of course) who are willing to take you on, then you should have no end of fun in your armour-plated heaven.

Touch 'N' Go

F1 Licenceware. Disk No. F1019

Yet another disturbing trend seems to have appeared here. The more eagle-eyed amongst you may have noticed that so far this month this is the second game to have the abbreviation 'N' in its title. Are these grammatical anomalies beginning to take over the world or what? You don't believe me eh? Well may I suggest that you take a trip down to your local

Fish 'N' Chip emporium tonight and you may just begin to wonder who is behind this alarming plot.

Anyway, away from my ridiculous paranoia, it would seem only reasonable to give you a brief outline of this puzzle game. The idea is to guide a small ball character around a maze of tiles which disappear as soon as this ball bloke travels over them. The exit can only be reached by travelling over the tiles in the correct order because once you make a mistake and the tile



▲ **BIG TIME:** Bjork used to sing with The Sugarcubes you know. I used to quite like them

behind you has disappeared into oblivion, there is obviously no going back. There is very little time to think as everything moves so quickly and there is no opportunity to stop and rest, but this is the main attraction of the game. Touch 'N' Go is extremely frustrating at times, but a password facility makes it very enjoyable too.

Top of the League

Southern Shareware. Disk No. 2273

Unsurprisingly enough, Top of the League is a football game. Not only that, but it's a footy management game. Hurrah! Choose your favourite team from a choice of about 15 in each division (hopefully your team will be there, but if it's not, a handy edit facility will enable you to change the names to suit you personally), then it's off to that hotbed of activity, the manager's office.

Garishly coloured though it may be, this office will be your home for the full season, so I would suggest that you invest in a pair of top quality shades before continuing. Then choose your players for the next match and watch the outcome unfold before your very eyes. After the match I was offered some dubious steroids by a fellow shady manager, but I'm glad to say that I reported the dodgy blighter to the FA immediately.

I'm a fervent football fan, so I didn't really mind the amateurishness of all this, but I couldn't help thinking that any non-football-minded people would gain very little enjoyment from Top of the League whatsoever.

Alien Space

Taurus Software

Readers over the age of 20 may have been lucky(?) enough in the past to have had their hands on a Sinclair ZX81. With its touch sensitive keyboard and 16K RAM pack plugged into the back it was considered to be a fine machine in its day, and possibly the finest game which you could own for this particular beast was 3D Monster Maze. Good



▲ **ALIEN SPACE:** Waaaah! Scary monster or what? 3D Monster Maze revisited, but this time it's set on a space station



▲ **TANX 'N' STUFF:** I'm not entirely sure what the 'stuff' is, but there are certainly a few tanks about

old 'Monsters' was a veritable graphical feast as far as ZX81 owners were concerned, what with its 3D Maze and its er... monster, so it comes as a pleasant surprise to find a sort of updated version available on Amiga PD several years later. Alien Space has a space ship setting (the maze), monsters (the monster), decklifts and a gun to shoot at the baddies with. It isn't too hi-tech, but Nostalgia freaks will go weak at the knees with delight.

The Pyramid Game

William Martin

The second puzzle game we're looking at this month is a variation on an old theme (aren't they all?), and involves placing coloured tiles on a board. Obviously it isn't that simple and there are a few rules thrown in for good measure, i.e. only tiles of the same colour can be placed against each other, but it isn't that difficult either.

The main thought process occurs when you are faced with tiles which have different coloured edges. Rotating the square helps, but as time begins to run out, you may find that the tile won't fit where you want it to after all and you are forced to hurriedly place it elsewhere. Play against friends or the computer depending on your personal preferences, and give those underworked brain cells a break from doing your homework for a minute or two.

Relics of Deldroneye

F1 Licenceware. Disk No. F1018

Readers with two meg machines who haven't got much cash to spare at the moment (have any of us?)

▼ **RELICS OF DELDRONEYE:** What, a graphical adventure on PD? Why yes!



may be interested to hear about an original graphical adventure which can be theirs for the measly sum of seven quid. Relics of Deldroneye is a mouse-driven interactive adventure with 64-colour graphics and around 100 locations in total. That's what I call value for money.

Billed as a Monkey Island/Lure of the Temptress Clone, Relics is possibly the finest example of this genre ever to have appeared in these pages. As you may expect from a game with such great claims, there are some fiendishly difficult, but nevertheless logical, puzzles included, and although it doesn't have the look of a finely tuned and polished commercial product, it isn't all that far away.

Digital Acid

Micro-Acid Software

The name of this game seems highly dubious to say the least, especially when you consider that it's a helicopter shoot 'em-up, but we shouldn't hold that against it without first having a proper look at the game. For some reason the intro music is some Michael Jackson effort that I can't quite place, but the game has absolutely nothing to do with the facially altered one at all as far as I can tell.

Classic vertical scroller 1942, seems to have been the inspiration for Digital Acid and if you give this a liberal sprinkling of Seek & Destroy (as far as the on-screen colours are concerned anyway) you have the general idea.

Big Time

Freestyle PD

Yep it's music time pop pickers. Icelandic pop siren Bjork's Big Time Sensuality has been faithfully reproduced for all you AGA owners along with a number of impressive graphical feats and images to watch as you shuffle your feet and fling your arms about in your bedroom.

Doop

Scribble PD. Disk No. D114

I don't know how many of you watch Top of the Pops with the Teletext subtitles on, but when this was number one, they went something like this: (TECHNO CHARLESTON TUNE)
Doop doobi doobi do do do. Doop doobi...



▼ **DIGITAL ACID:** A dubious title for any game, but especially irrelevant for a shoot 'em-up



▲ **TOP OF THE LEAGUE:** Nice colour scheme. Never mind though, who can I sign for the mighty Clarets next?

CONTACTS

F1 Licenceware: 31 Wellington Road, Exeter, Devon, EX2 9DU. Tel: (0392) 493580.

Southern Shareware: 7 Stockheath Road, Leigh Park, Havant, Hants., PO9 5HE. Tel: (0705) 646453.

Taurus Software: Kelvin Truswell, 70 Lacey Green, Balderton, Nr, Newark, Notts., NG24 3NJ.

William Martin: Tel: (041) 952 0531.

Freestyle PD: Tel: (0922) 404023.

Micro-Acid Software: Dunno.

Scribble PD: 2 Hillside Cottages, Burstall, Suffolk, IP8 3DY. Tel: (0473) 652588.



UP FOR

"An atmosphere of almost unbearable

'Free food and as much drink as you can handle,' the invite said. 'A relaxing afternoon playing a bit of football,' it promised. And it wasn't lying. Our man on the touchline has all the action from the Sensible Soccer World Cup

BY: 'JOHNNIE' JOHN ARCHER



"I was

"Within seconds I was a goal down"

Let's get this straight. England have qualified for the World Cup. In fact they have already won it. Yes, in the only footy World Cup that really matters, England have retained their rightful place as kings of the game. Little matter that the players are only a couple of centimetres high, or that they are not so much managed – sorry coached – by one man as directly controlled by him; the achievement is just as great. In the world of Sensible Soccer, England are the undisputed champions. But I have got ahead of myself. Let me skip back a bit.

It is midday on 18th May 1994. The sky is overcast and dull and it is rather cold for that time of year. Across the globe people are going about their regular business as if nothing out of the ordinary is happening. Yet in a dingy, smoke-filled room above The City Pride pub (hurrah!) in Farringdon, London, a motley assortment of generally unathletic-looking hacks, programmers, game testers and PR people have gathered together to battle it out in a competition that will send shock waves throughout the entire, erm, room. Renegade Software have organised the second annual Sensible Soccer tournament – to coincide (roughly) with that other World Cup that's going on in America or somewhere – and I'm in it.

All 24 players in the tournament have been allocated a team in advance, and are now waiting impatiently for the group draw to begin. At this



point I guess that I had better come clean and say that my team is not England. It is, in fact, Ecuador. Stifle those sniggers at the back, please. I have been assured that all the teams are exactly the same so Ecuador is nothing more than a convenient name, OK? It does not affect the quality of my players at all.

The draw begins amid an atmosphere of almost unbearable tension – well, slight nervousness, anyway. Name after name comes out before finally my team pop up as the third team in Group A, alongside Holland and France. Brazil turn out to be the final team in my group and suddenly I can't help feeling like a small fish in a very big league, in spite of what I have been told about the only difference between teams being their names. As anybody who has seen Reservoir Dogs will understand, the experience was kind of like being called Mr. Pink.

The opening game of the tournament is shown on a big projection screen in the corner of the room, watched by everybody and results in France being soundly thrashed by Holland. 7-1 in fact. This leads me to wonder who the high-scoring chappie might be and – hey, what do you know – it transpires that I am sharing a group with the official Sensible Soccer play tester. Fan-bloody-tastic.

After a lengthy lunch break – I had quiche and pasta, lunch-fact fans – and a slight delay because a couple of journos from another publishing company decide to try and psyche the rest of us out by turning up late as if they didn't care, the tournament gets underway in earnest. Matches take place on various monitors around the room, with the results and group tables going up on the big screen, so that we can all keep tabs on the latest developments!

My first match, against Matt Broughton of The One is a particularly fraught affair. I go a goal down almost immediately, but manage to scramble an equaliser before the break. Early in the second half, however, one of my defenders gets sent off for a truly disgusting foul just outside the area and things start looking pretty grim. In the 85th minute though, the boy Euchysbo bursts through Broughton's defence and curls a winner into the bottom left hand corner of the net. I was, as you might imagine, a mite chuffed.

Don't worry – I have no intention of boring you all silly by describing every moment of every game. Suffice to say that in my second game, against Paul Rand from C&VG, I kept the Amiga Action end up with an extremely safe 2-0 victory. I now had the mighty names of Brazil and France between me and so I was starting to feel rather obnoxiously cocky!

"I mana

"The atmosphere among the

THE CUP!

tension"

starting to feel rather obnoxiously cocky"

It is perhaps just as well therefore that I lost 2-1 in my next game against Mark Dearsley, the mighty Sensible Soccer play tester who, I was told, has played more games of Sensible Soccer than anyone else on the planet. My defeat was all the more humbling because it was witnessed by everybody else, as somebody had decided it would be a good idea if the last two games in each group were played on the big screen. Also I forgot to shake Mark's hand after the game, instantly earning myself a

Championships. Ay carrumba!

An element of farce now crept in however, as the software knackered and refused to progress the game on to the next stage. As the minutes ticked by and nobody seemed to know what was going on, dark, hushed rumours began to circulate that the tournament might have to be played again from scratch. Fortunately common sense prevailed and an ordinary knockout cup was organised, containing all the teams that had made it to the last 16.

spectators was electric, with apparently hundreds of fans shouting for Dean and none whatsoever for me. Funny that.

It was not to be my day however. Just as extra time was looking inevitable, Dean rifled home another of his goddamn corner thingies and it was all over. I was so upset that it took a full 10 minutes and a slice of carrot cake from the coffee shop across the road before I started to feel any better.

Erm, and that is about that really as far as my

ged to claw my way back on to level terms"

reputation as a thoroughly bad sport. Quite undeservedly so of course.

I could console myself with the fact that I had still managed to qualify comfortably for the last 16, however. Other notable last 16-ers included the only computer-controlled team in the tournament, and world-famous computer personality Dominik Diamond, who was looking unshaven and tired, and not at all how he used to look on the telly. And he only got through as one of the best third-placed teams. So I'm not that bad after all. At this point it was announced that as well as receiving the rather fetching trophy (which I was told was made of solid trophy!), the eventual winner would be given tickets to six matches in the 1996 European

And so my game – against Dean Evans from PC Review – eventually started. Within seconds I was a goal down, thanks to a rather nifty header from a corner. And within seconds of that I was two goals down, this time thanks to some of the worst defending this side of Swindon. But, like a phoenix rising from the flames (probably) I managed to claw my way back on to level terms by half-time, thanks to a penalty and what was, even if I say so myself, a quite stunning long shot that curled across the face of the goal and was not unlike that belter Kanchelskis put in against Oldham Athletic in the FA Cup semi replay. By now the atmosphere among the

participation goes. I'd like to be able to say that the two players that beat me went on to be winner and runner-up so that I do not appear quite so crap. But they didn't. Just for the record, the tournament was won, as I said earlier, by England (a fix?) as controlled by Simon Byron from, well, a rival magazine while the runner-up was Phil King from Mega Power.

Finally, as a mark of gratitude to Renegade for what was a genuinely top day, I should remind you that an International Edition of Sensible Soccer will be available very soon, featuring on-screen referees and physios and fully-updated teams, while the eagerly awaited World of Sensible Soccer should be with us around October.

spectators was electric"



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CHARTS



CHARTS
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GALLUP

BUDGET

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1	★	ARCADE POOL	TEAM 17	£9.99	SPORTS SIM	87%
2	★	JIMMY WHITE'S SNOOKER	HIT SQUAD	£14.99	SPORTS SIM	95%
3	★	SIM CITY CLASSIC	HIT SQUAD	£14.99	STRATEGY	91%
4	1	MONKEY ISLAND	KIXX XL	£16.99	ADVENTURE	91%
5	★	CADAVER	KIXX XL	£14.99	ADVENTURE	N/A
6	2	STREETFIGHTER 2	KIXX XL	£14.99	BEAT'EM-UP	53%
7	7	EYE OF THE BEHOLDER	KIXX XL	£16.99	RPG	90%
8	★	LURE OF THE TEMPTRESS	HIT SQUAD	£14.99	ADVENTURE	83%
9	6	ALIEN BREED: SPECIAL EDITION 92	TEAM 17	£10.99	SHOOT'EM-UP	91%
10	11	POLICE QUEST 2	KIXX XL	£14.99	ADVENTURE	N/A
11	4	F1 GRAND PRIX CIRCUIT	CDS	£7.99	RACING	N/A
12	17	ROBOCOP 3	HIT SQUAD	£12.99	SHOOT'EM-UP	90%
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CD32

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★ = RE-ENTRY ★ = NEW ENTRY

A-TRAIN

Publisher: Hit Squad

Price: £17.99

Building a first class railway network might seem a bit on the bland side unless you happen to be that mad Scottish bloke with the glasses who shouts a lot, and on its own it probably would be. A-Train however offers you this, and quite a lot more besides, with the emphasis heavily on money making. I suppose Sim Train would have been a not entirely inappropriate title, because that is basically what it is, incorporating the traditional levels of Maxis realism with some surprisingly smart graphical effects.

Everything does move at a rather slow pace, which I suppose is what you would expect from a track-builder thang, but it isn't a game you'll ever complete – there's always room for a few more skyscrapers or public parks. I've been playing Sim City 2000 on the Mac a lot recently, but even so was able to load this earlier product up and still get really into it. While 17 quid might be teetering on the outer edges of budgetdom, this, at half the original price, is yet another storming budget buy.

REVIEWED BY:
Paul

SCORE 87%



SLEEPWALKER

Publisher: Hit Squad

Price: £9.99

The Comic Relief theme is a tad outdated by now – the game was originally released to coincide with the March 1993 extravaganza of mirth – and I'm not entirely sure whether proceeds from this priced-down version are still being donated to help the famine and the rest of it, but whatever, Sleepwalker remains the same fine game we've already reviewed as such several times.

That same has young sleepwalker Lee protected by his trusty canine companion Ralph as he wanders haplessly through a building site, jungle, zoo, 'Kipsville' and something else I can't remember. If there's anyone left who doesn't know, the puzzles are tricky, the graphics are nice and the game in general is a good 'un, but please Ocean, don't release it any more...

(Oh and the A1200 version's a tenner too.)

REVIEWED BY:
Paul

SCORE 84%

JOHN MADDEN AMERICAN FOOTBALL

Publisher: Hit Squad

Price: £12.99

I think it's about time we were treated to an updated version of this – the Mega Drive types seem to get one every month and I feel left out. Anyway... The Hit Squad must have been eating Quality Pills judging by their stuff recently, and this continues the trend. One look at the manual which accompanies John Madden is enough to convince anyone there is a lot of game here. The beauty of it though is that anyone can become involved in a match with just a basic knowledge of two or three functions.

A full league system, divisional play-offs or, for the easily distracted, a sudden death option, are all included. Control is easy enough for instant accessibility, but tricky enough to demand mastery if you are to become a great, and the bone-crunching sound is a real bonus. Still the best 'meri' fo'ba' game on the market, and at 12 quid? – Lordy!



REVIEWED BY:
Paul

SCORE 90%

LURE OF THE TEMPTRESS

Publisher: Hit Squad

Price: £14.99

Ask developers Revolution Software what they think of Lure and you'll be met with a bank of those kind of faces that people pull when they're thinking: "Well it isn't bad but we feel we could have done a lot more with it." You know the look, I'm sure.

A year ago however, most people certainly wouldn't agree. Lure was the first game to employ Revolution's Virtual Theatre engine, and despite being slightly easier than most others of the kind to complete, almost everyone loved it.

We've seen a few stormers since then though, not least the Revolution follow-up, Beneath a Steel Sky, which knocks the spots off everything. Looking at Lure again though, it's just a bit easier to agree with Revolution's 'could have done better' theory. At 15 quid it still represents very good value for money: it hasn't dated too much either, but if you're looking for something really special then consider spending rather more.



REVIEWED BY:
Paul

SCORE 83%



MIG-29M SUPERFULCRUM

Publisher: Hit Squad

Price: £14.99

When most games re-appear on budget they're very easy to write about. In nearly every case we've played them before, and it's simply a case of re-acquainting ourselves and putting fingers to Macintosh. MiG-29M however, has never graced any computer I've sat in front of, and so despite an obviously hectic schedule (oh yes), I seem to have spent about three years giving it a go.

Which, to be honest, is more than it actually deserves. Flight sims more than anything else seem to benefit from increasing technology, and the vast majority of older ones date very quickly. That's the case here.

Graphically it's apt, and speed-wise it's... OK, but the control is dodgy in the extreme, and with the ever increasing amount of budget plane games this seems destined to fall by the wayside.

REVIEWED BY:
Paul

SCORE 66%

SIMCITY CLASSIC

Publisher: Hit Squad

Price: £14.99

How come I seem to be doing all the budget reviews these days anyway? It was the same last month – this is about the fifteenth one on the trot. Perhaps it speaks volumes about the authority I wield around here. Oh well...

A timely release from the Hit Squad this, as doing it any later would have rendered it obsolete with the impending arrival of the stunning looking CS 2000. Again, for the few who don't know what it's all about, a brief resumé.

You have to build a city. Or simulate one, if you like. Virtually everything you could possibly wish for – housing, roads, services, education etc etc etc – is at your disposal, and events happen in the game which occur in real cities (except you don't get scruffy beggars shoving a paper cup under your nose). The box claims that SimCity is the winner of 15 international awards, and you should buy it quick, play it a lot, and be ready for 2000.

REVIEWED BY:
Paul

SCORE 91%



BUDGET GAMES

KING'S QUEST III

Publisher: Kixx XL

Price: £14.99

If there's one thing the early King's Quest games have got it is superb graphics. I mean, you'll just marvel at them. Don't they just make you desperate to play the buy the game for as long as you possibly can? No, me neither. However they are horribly misleading. The early Sierra games must still rank among the top graphic adventures of all time, at least in terms of atmosphere, and King's Quest III is no exception.

The storyline isn't that different to the others in the series, relying heavily on the twee, olde worlde type scenario of the child like world of fairy tales and legend but it works, and again they have managed to craft a delightful story that will enthral both fans and newcomers. Highly recommended to both fans of the series and those who have never encountered them before.

Kixx XL have hit upon a winner with this licensing deal with Sierra, and over the coming months the less affluent gamers will have the opportunity to feast upon games that have previously been out of their reach.

REVIEWED BY:
Steve

SCORE 85%



DUNE

Publisher: Hit Squad

Price: £14.99

Hands up anyone who thinks Sting is a good actor or, for that matter, a good singer. The big screen version of Frank Herbert's science fiction classic starred the great man but don't let that put you off what is undoubtedly a fine strategy game.

I've never seen the film and hopefully, unless I go mad, I never will but that didn't stop me enjoying this, although admittedly I did get a bit confused when all that Paul Atreides and spice business reared its head.

Obviously a knowledge of the story is an advantage but is by no means essential, and it has to be said that the graphics during the interaction sequences are simply stunning.

This is an excellent strategy game that really shouldn't be missed at this price.

REVIEWED BY:
Steve

SCORE 80%

JIMMY CONNOR'S GREAT COURTS II

Publisher: UBI Soft

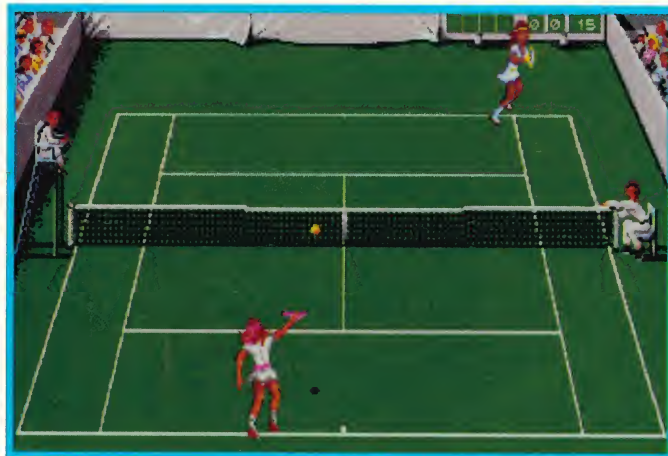
Price: £9.99

As tennis games go there has been none finer than Pro Tennis Tour 2, and any other version is nothing more than a pretender to the crown. It came as a pleasant surprise to find that this is indeed the exact same game masquerading under a different name.

The game features every play option and almost every conceivable shot. You can play on grass, clay, hard or indoor courts, serve, volley, smash, lob or even practise against a ball-serving machine.

The control, while tricky to master at first, becomes second nature, and as soon as you have got the hang of it, hours of enjoyment will ensue, especially in two-player mode.

One of the all time great sports sims has finally come out on budget and really is an essential purchase.



REVIEWED BY:
Steve

SCORE 88%

LEISURE SUIT LARRY 3

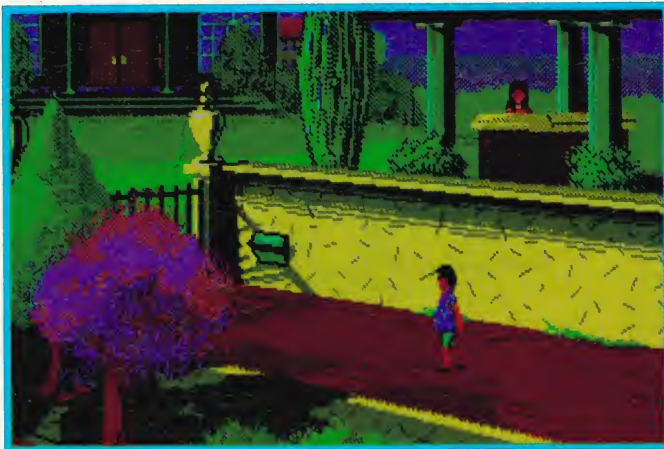
Publisher: Kixx XL

Price: £14.99

Love them or loathe them, there is no denying the fact that the adventures of this middle-aged medallion man have caused quite a stir on the computer games scene. Larry 3 is fresh out on budget, and is ludicrously subtitled 'Passionate Patti in Pursuit of the Pulsing Pectorals', but as we all know, that's just part of the ridiculous appeal of the Larry series.

Larry 3 can be played from two perspectives: as Larry himself, desperate to find happiness in the ample welcoming bosoms of a tribe of Amazon Cannibal Women, or as the luscious Patti, who will stop at nothing to rescue Larry from his life of sex slavery.

All the usual smut and innuendo is included, but for some unknown reason, the powers that be decided to mess around with the Larry sprite for this particular game, changing him from a laughable and particularly sad comedy figure into more of a Pearce Brosnan lookalike. But this is the only downer to speak of.



REVIEWED BY:
Neil

SCORE 83%



JIMMY WHITE'S

Publisher: Hit Squad

Price: £14.99

The pedants among you will no doubt be aggrieved to see the truncated title, but if you can fit 'Jimmy White's Whirlwind Snooker' into a space that small then there's always a job here for you. (We don't much like Jim anyway).

Archer Maclean broke the mould with this superb 3D snooker sim featuring his great mate, the sextuple World Championship Finals loser and balding speed potter, a mould which, er, still remains broken over two years later due to the immensely realistic options and superb playability.

Differing amounts of backspin and side, top spin, rotating tables, thousands of viewing angles of the table (well, about four to be precise) and top cue-chalking action are just the tip of the iceberg in a game that remains right up there at the top of the snookering tree.

REVIEWED BY:
Neil

SCORE 90%

CAR-VUP

Publisher: Corker

Price: £9.99

Since passing my driving test two years ago, I have had never ending car trouble. Not content with rusting away at a rate the Titanic would be proud of, my first car decided it would be humorous breaking down in embarrassing places at regular intervals (roundabouts at rush hour). It was with relief that I parted company with this relic from British Leyland's past.

Irrelevant though my car troubles may seem to you, they serve as a scale against which to measure games which involve cars, and Car-Vup from Corkers is one such beast. Basically it's a simple platformer, with the aim being to guide your cute little red motor around a scrolling landscape of girders and general construction. As the car passes over a girder it leaves a trail of paint (oil?) behind it, and when all such areas have been covered, it's time to be transported to the next level.

With enemies to avoid, bonuses to collect and points to be gained, Car-Vup is nothing special, even in budget form, and reminds me more of my old car rather than my new one.

REVIEWED BY:
Neil

SCORE 65%



A whole new dimension

Amiga Computing's July issue brings you the next leap forward in 3D imagery with an exclusive review of the stunning Imagine 3.0 graphics package, capable of superb special effects to match Hollywood's best. If you thought Rise of the Robots looked good, you ain't seen nothing yet!



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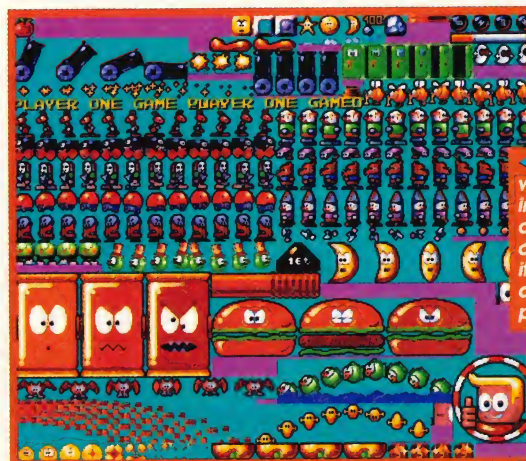
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MARVIN'S MARVELLOUS ADVENTURE

Marvel at marvellous CD-32 graphics and be amazed by a new platform hero!



Extensive work has gone into the character design to make it as cute and appealing as possible.

21st Century have made their name with pinball. Both Pinball Dreams and Pinball Fantasies have roared away to the top of the charts and sold well to owners of every type of Amiga system. But the platform market is a little more difficult to conquer with many a prized title already there.

21st Century's offering to the genre follows the heroic Marvin character, who is about to embark on a marvellous adventure – hence the name of the game we suppose. Marvin has everything a good platform hero should have. He's cute, colourful and has lots of kidnapped people to rescue before completing his quest.

The final version of the game will include 90 levels spanning 10 different worlds, all of which have to be traversed before the game's ending can finally be reached. The kidnapped

person in question is a dear old professor who has ordered a large pepperoni pizza with extra cheese and you, as Marvin have the thankless task of delivering it or you don't get paid!

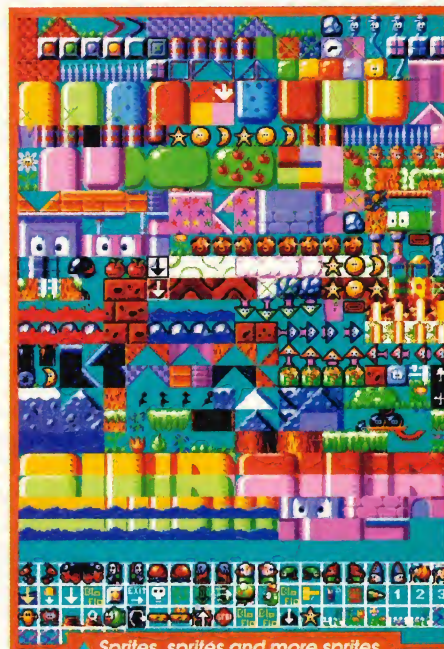
Another thing worth mentioning at this point is that he'll be arriving only on the CD32. Very few games have been designed for this format and Marvin will take this opportunity to look and sound like a true console title.

This means 256 colours, six layers of scrolling as well as a (and we quote) 'rocking CD sound track'. And with all these flash features coming as standard, it is obvious why Marvin does not seem destined for a regular Amiga appearance.

However, just because it has lots of make up, this doesn't mean that it's a supermodel. To be successful, a platform title has to have those little addictive touches that made classic games like Sonic The Hedgehog and the James Pond series so playable. 21st Century reckon they've got that side of things all sewn up too, but only time will tell when we get our greasy hands on a reviewable copy.

On show here you can see how the game will look as well as some early sprite shots of all the characters in the game at this stage. If Marvin lives up to the promise it shows at this stage, it could be that it

"Marvin has everything a hero should have"



Sprites, sprites and more sprites. Marvin's Marvellous Adventure is packed with colourful characters

does actually challenge the currently accepted conception of what a platformer should be. Only time will tell though, as it isn't due for release until September. Watch out for a review before then.

As you can see from the sprites, an awful lot of work has gone into the animation of Marvin

The actual game screens are very colourful and the game makes good use of the CD32's capabilities



PROJECT: Marvin's Marvellous Adventure

HOUSE: 21st Century 0235 851533

TEAM: In House

RELEASE: TBA

INSPECTED BY: Chicken



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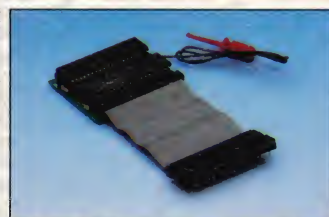
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GIVING THE GA

With the amazingly impressive Beneath A Steel Sky riding high in the software charts at the moment, we felt it was high time that we printed a full solution. Best adventuring trousers on then and it's away we go. Hurrah!!!

Begin the adventure by snapping off the rung to the left of the walkway and then use it on the door to the right. When you go back inside, go down the stairs and through the door to the right. Use the circuit board on the various pieces of junk until Joey is activated. Chat with Joey and then proceed to step on the lift. When Hobbins arrives, quickly go right, open up the cabinet and grab the spanner.

Go back to the lift room and examine the droid. Now go and talk to Hobbins. When he tells you what is wrong with the droid, tell Joey to go and fix it. When the droid activates the lift, quickly jump down the hole. When Joey arrives, ask him to open the door.

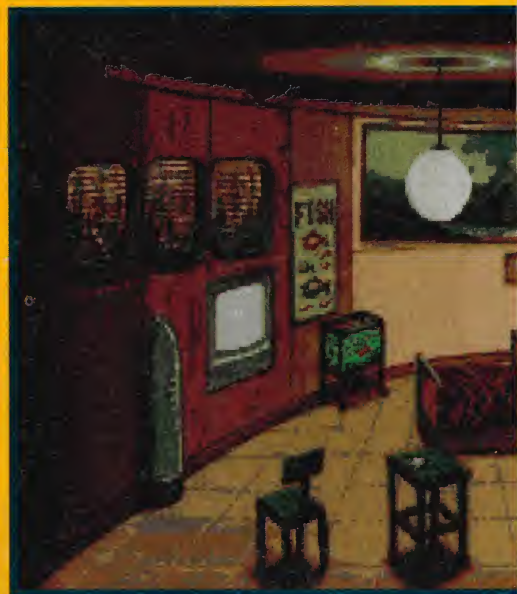
Search Reich's corpse and take his belongings. Go right, then right again into the building next door. This is the factory. Chat with Anita, and when Lamb arrives, tell him that

you are Security. Now go right. Put the spanner in the cogs, then take it back out again. Go left, examine the droid and use the spanner with it. Chat to Joey about a new shell and then go right.

Try walking through the top-left door, then ask Joey to check out the storeroom. When he returns tell him to disable the fuse box. When he comes back again, walk into the storeroom. Pick up the walkway, then get the small lump of putty that was beneath it.

Show it to Joey and he will tell you that it is plastic explosive. Leave the factory and go to the far left of the walkway.

This is the steam room. Once inside, use the spanner on both buttons on the boiler. Ask Joey to press the button on the right, while you simultaneously press the button on the left. When the old man leaves, go to the left of the room and pull the

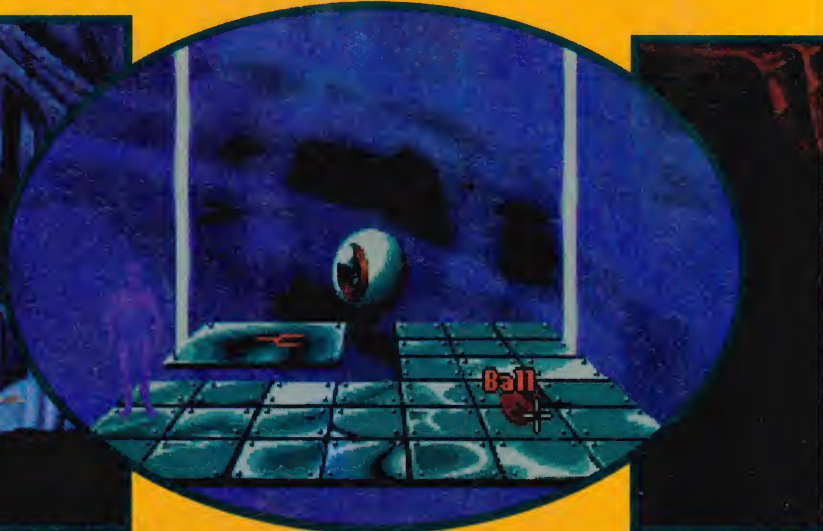
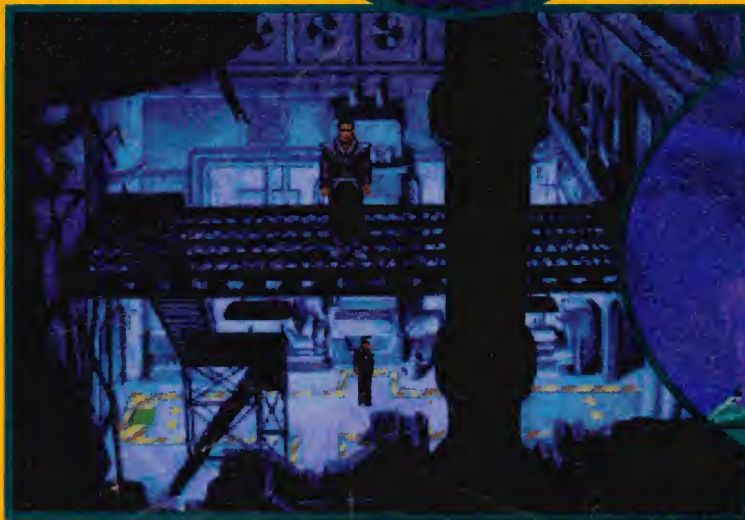


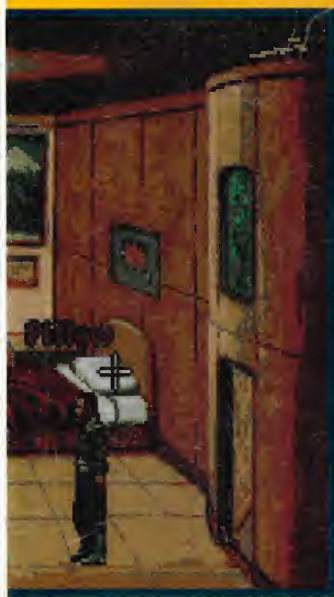
switch. Remove the light bulb and use the putty (plastic explosive) with the socket. Pull the switch again and two more switches will be revealed. Pull the one on the right down.

Pillow talk

Leave the steam room and go to the lift near the factory entrance. Use Reich's card on the left slot and enter the lift. Come out of the lift, go left, then go through the top right doorway. Use Reich's card on the left slot and go into the room.

Move the pillow and pick up the magazine. Leave and then go back to the lift





that you have just been in. Continue past it to the right and enter Travelco on the next screen. Chat with the man about everything, then hand him the magazine and pick up the ticket. Leave and go back to Reich's apartment door. Wait for Lamb outside and chat with him when he arrives. When he mentions going away, hand him the ticket.

Go back to the factory via the lift and chat with Lamb again. After the tour he leaves you outside the storeroom. Go right and chat with Anita. When she asks for your ID card, hand her Reich's. Chat with her about everything, leave the factory and use Reich's card with the LINC terminal. Select 4 and enter the code from your Security Manual in the game box. Select 2, then 1, then 1 again, then 2 again. Exit the terminal and wait for Lamb. Chat with him for a while and he will authorise you to enter his apartment.

Before going down, locate the cable to the right of the screen and ask Joey to cut it.



Go down in the lift and pick up the cable. Go to the apartments and use Reich's card in the slot on the right. Go into the apartment and use the machine on the right. Pick up the video on the left, and then leave.

Testicles

Go to the far left of the long walkway and you will find Burke's Bio Surgery. Go inside and chat with the holographic projection. Ask Joey to persuade the hologram to open the door. Go inside and chat with Burke. Offer Burke your (ahem) testicles and he'll give you the Schriebmann Port. Chat to Burke some more about everything, then leave the surgery and go right until you reach Anchor Insurance (next to Travelco).

Examine the statue then chat with the man about everything. Be sure to ask him about a special policy and tell him that Burke sent you. When the man leaves, quickly ask Joey to use his welder on the anchor. Pick up the anchor when Joey has finished, leave, and make your way to the top level again.

Go into the building opposite the steam room and you'll find yourself back in the starting position. Go up the stairs and out of the door. Use your anchor with your cable to make a grappling hook and use it on the Security sign on the wall of the facing building. Go through the door to the right and use Reich's card in the slot next to the interface. Sit in the interface, and once in LINC-space, pick up the ball.

Mike's Carpets

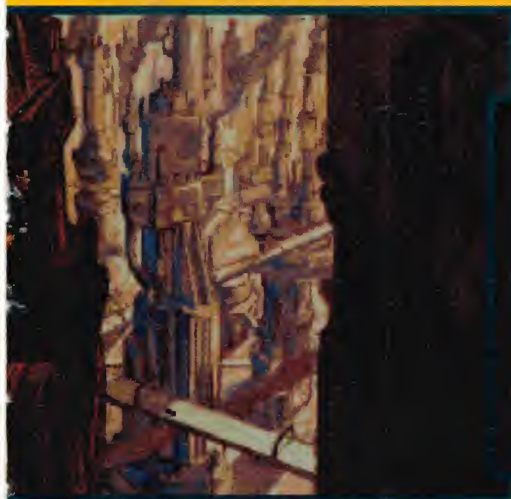
Head out of the right exit, use the OPEN program in your inventory with the carpet bag and pick up the two items. Use DECOMPRESS with the compressed data and DECRYPT with document. Then go through the right exit.

Use one of your password programs with floor, then go right. Put down another password, then go left and pick up the password. Go up, put down. Go right, down. Pick up, up. Put down, left. Pick up, up. Right, down, right, down, put down, up, up, then exit the room. Once through, collect the bust and the book, then decrypt your two new documents. Now DISCONNECT.

Use Reich's card with the LINC machine and select 4. Enter the security number and select 1. Read all the documents then select 0. Now select 2, then 2 again. You now have special authorisation so exit the system.

Use Reich's card in the slot next to the lift and enter the elevator. You are now in the Security Station. Leave and make your way to the other lift. Use it, then go left to the next lift. Your card will now be able to access this lift, so use it.

At the bottom leave the lift and wait for the fat woman with the dog. Chat with her, then go left and chat with the club doorman. Find the fat woman (Mrs. Pierpont) again and ask her to sponsor you. Then go as far





right as you can until you get to the screen with the boy and the gardener. Press the button by the door on the right. Once inside, chat with Mrs. Pierpont. When she makes her telephone call, place the video in the VCR. Whilst the dog is distracted, get the dog biscuits from his bowl, then leave. Go through the bottom left exit and examine the wooden double doors. Use Reich's card on the lock and go through the door. Pick up the secateurs then leave.

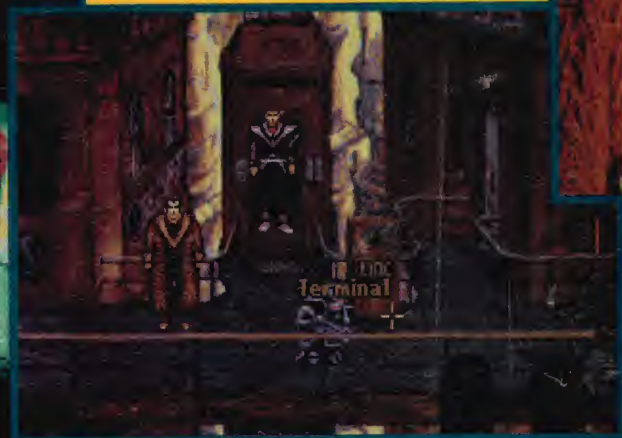
Go right, then through the top left exit. Use the dog biscuits on the plank and wait for Mrs Piermont and her dog to turn up. When the dog starts to bark, pull the rope. As the

guard gets distracted, sneak into the cathedral. Go through the top left exit and open all the lockers. Leave and go back to the top level via the lifts.

Live girls

Enter the factory and go to where you last saw Anita alive. Wear the rad-suit that's hanging in the middle locker and go right. Access the control panel and select 2. Exit and enter the reactor room. Just to the right of the core you will find Anita's card on the floor. Pick it up, leave the room and close the door with the control panel. Then go left and change back into your coat.

Leave the factory and go back to the LINC-space interface via the Security Station's lift. Use Anita's card in the interface slot and sit in the chair. Now in LINC-space, go right and use the BLIND program in your inventory with the eyeball. Quickly go into the upper exit and go up again.



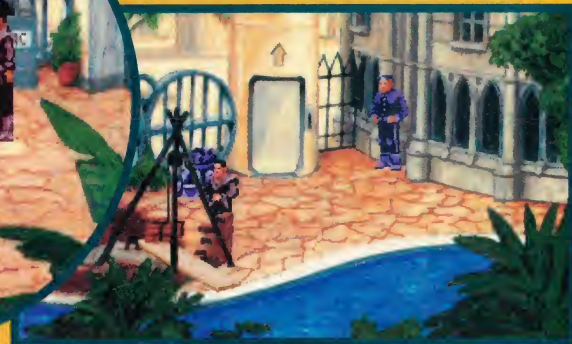
Then use the PLAYBACK program with the well. Go through the upper right exit. Now use the BLIND program on the eye and pick up the tuning fork. Now DISCONNECT and leave the Security buildings.

Go to ground level and chat with the gardener outside Mrs. Pierpont's house. He will tell you that his name is Eduardo. Go left, then left again until you reach St. James' Club. Go inside, walk up to the jukebox and activate it. When Colston, the club manager, gets up, quickly go back to his table and grab his glass. Examine the metal plate next to the door at the back of the club, then leave.

Narrow passage

Go to Burke's Bio Surgery via the lift. Go inside and give Burke the glass. Leave and go back to St. James' Club. Once inside, go to the door near the back of the club and use the metal plate next to it. Go through the door, use your metal bar with the packing case, then move the wooden lid over to the box. Get on the box and use the metal bar with the grill. Now use the secateurs with the grill and climb through into the narrow passage. Go right, then through the top right exit. Go right once more, then save your game as a precaution.

Do not walk past the hole in the wall until you have located the light socket on the hand rail to the left of the hole. Use the light bulb with it. Now go right and save again.





Go right and immediately click on the lower right exit in the passage to run to safety. Now look above the vein on the wall and you will see some plaster. Use the metal bar on the plaster and then on the newly exposed brickwork. Pick up the brick that falls to the floor. There is a swelling on the vein which you need to use with the metal bar. Then use the brick with the metal bar. Grab the metal bar and then go through the right door as soon as it opens.

Robot's slot

In the next room, look through the grill. Go through the upper left exit and then save your game. Access the control unit and select two to reduce the temperature. Then exit the unit and immediately climb onto the iris before yanking the metal bar which is hanging from the ceiling. Get off the iris straight away, go left, right, then right again. Put Joey's circuit into the medical robot's slot and tell Joey to check out the tank room.

When Joey gets back, chat to him about everything. Tell Joey to go and open the tap on the nutrient tank and then wait for him to return. When he does get back go through the upper left exit. Once in the tank room, go through the upper right exit, then the next upper right exit. Use Reich's card with the terminal and select 2, then 1. Exit and go left.

After the sequence, get Joey's board from the robot. Then take the ID card from Gallagher's corpse. Go back into the top right entrance and use Gallagher's card in the

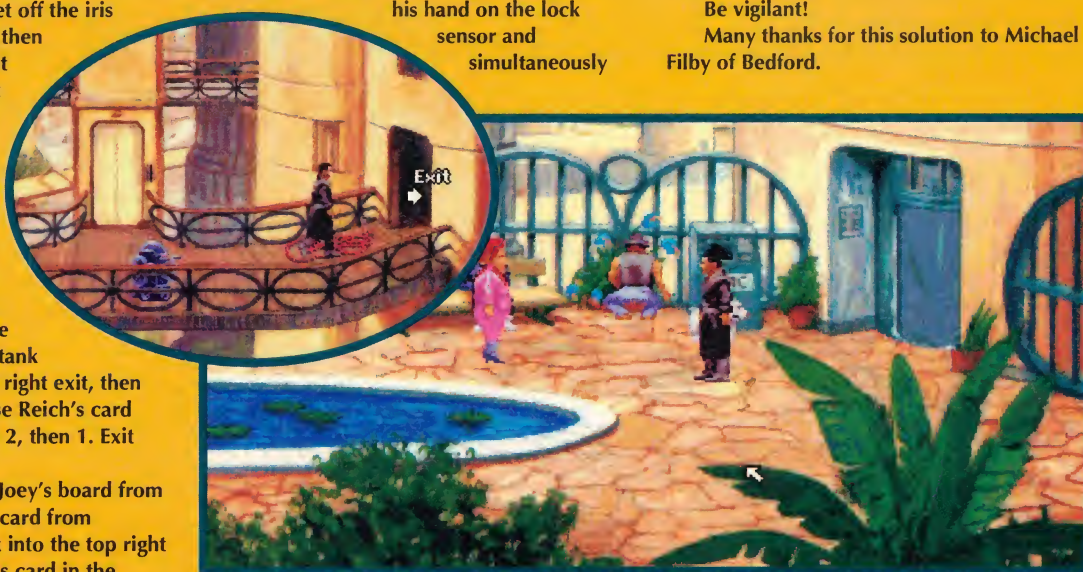
interface slot. Access LINC-space, go right, then use the BLIND program on the eye and go up. Now use the DIVINE WRATH program on the crusader. Disconnect, then use Anita's card in the interface slot. Re-access LINC-space, go right, blind the eye, and go up. Then go right again. Use the OSCILLATOR on the crystal and pick up the helix. Disconnect, go left, then go through the bottom right door. Use Anita's card with the console. Now pick up the tongs to the right of the glass tank and use them with the glass tank. Use the tongs with the huge tank to freeze the tissue, then go right.

Open up the cabinet to the right of the middle android and put Joey's board inside. Access the console, select 2, 0, then 3, Chat with Joey then retrieve his board from the cabinet. Go right, ask Joey to place his hand on the lock sensor and simultaneously



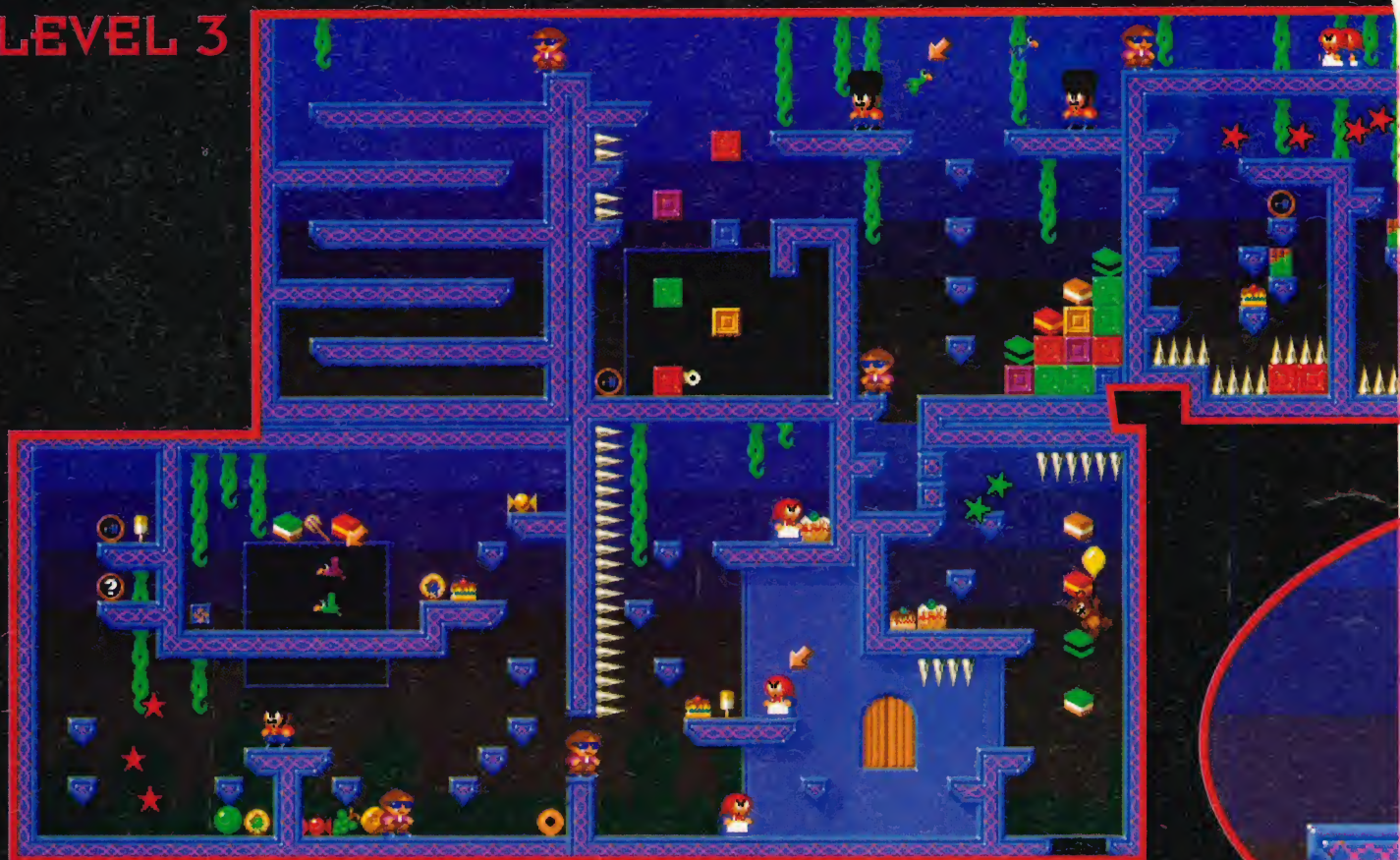
place your own hand on the other hand panel. Go right and right again. Use the cable with the pipe support, then climb down the rungs. Use the tongs with the orifice then save your game. Right click on the cable to swing into the room. After the scene, quickly tell Joey to sit in the chair. Now all you have to do is simply sit back and watch the rest of the story unfold.

Be vigilant!
Many thanks for this solution to Michael Filby of Bedford.

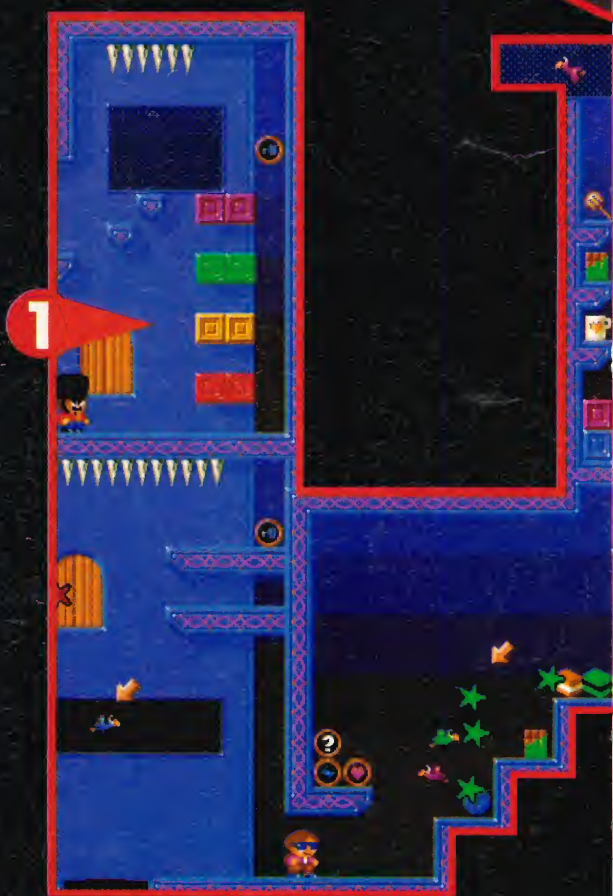


NAUGHTY ONES

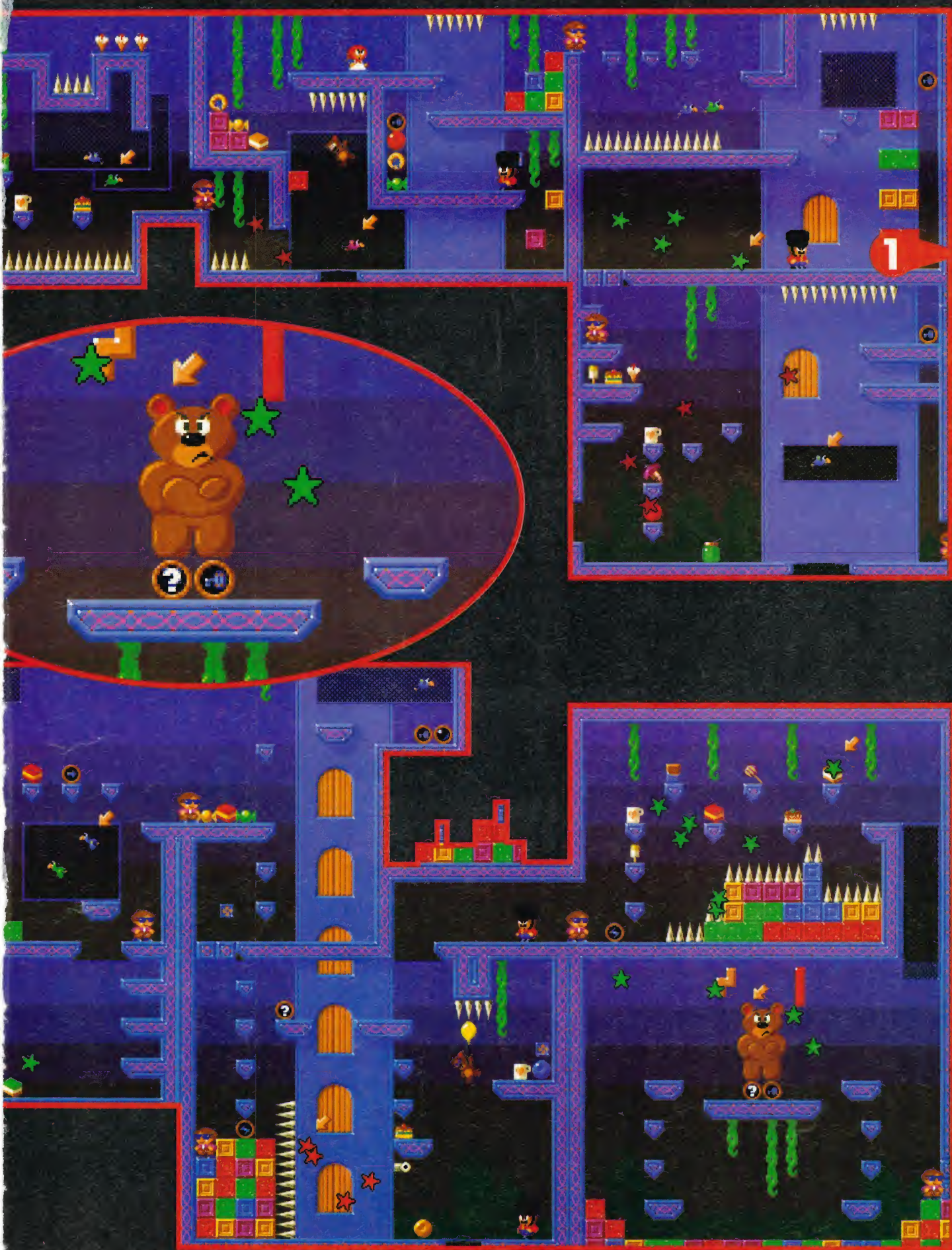
LEVEL 3



We very rarely deal with platform games in this section of the magazine. This is mainly because level codes allow you to dispense with having to play the trickier sections before progressing. Naughty Ones from Kompart has no password facility, so we felt that a player's guide to the last three levels of the game was most certainly in order



ME AWAY →



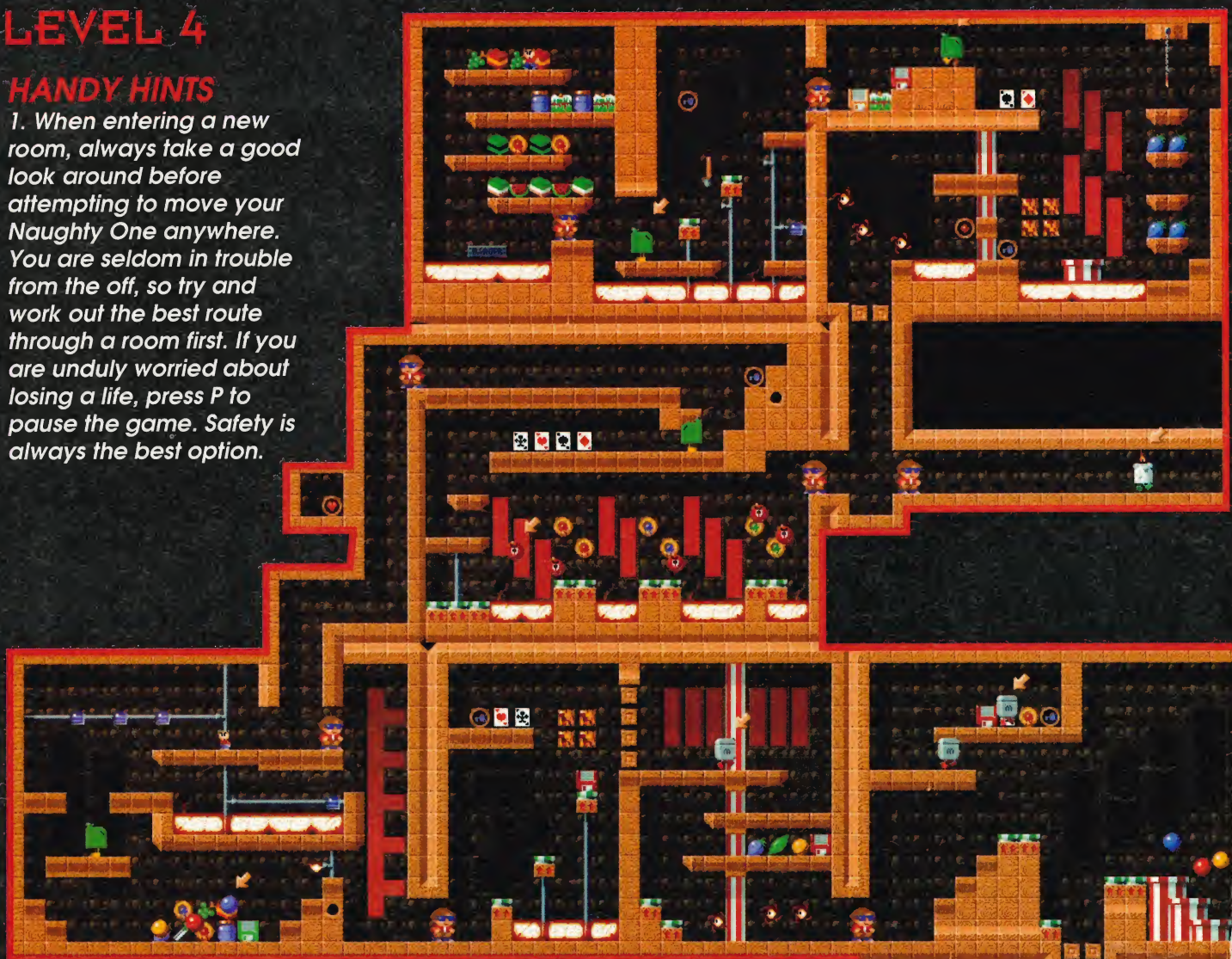
NAUGHTY ONES

NAUGHTY ONES

LEVEL 4

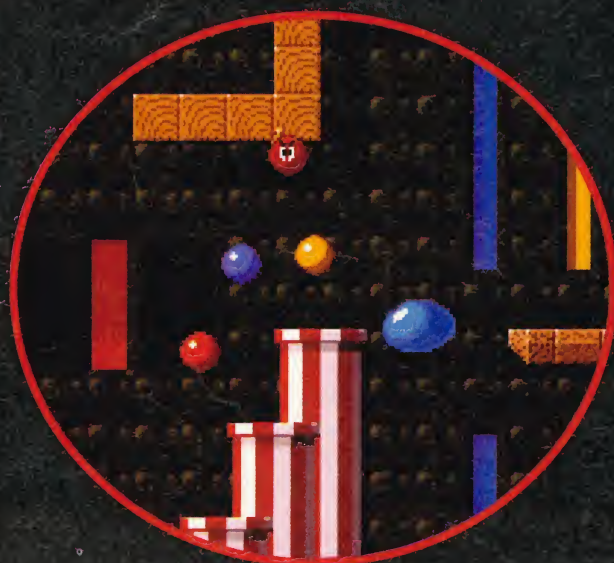
HANDY HINTS

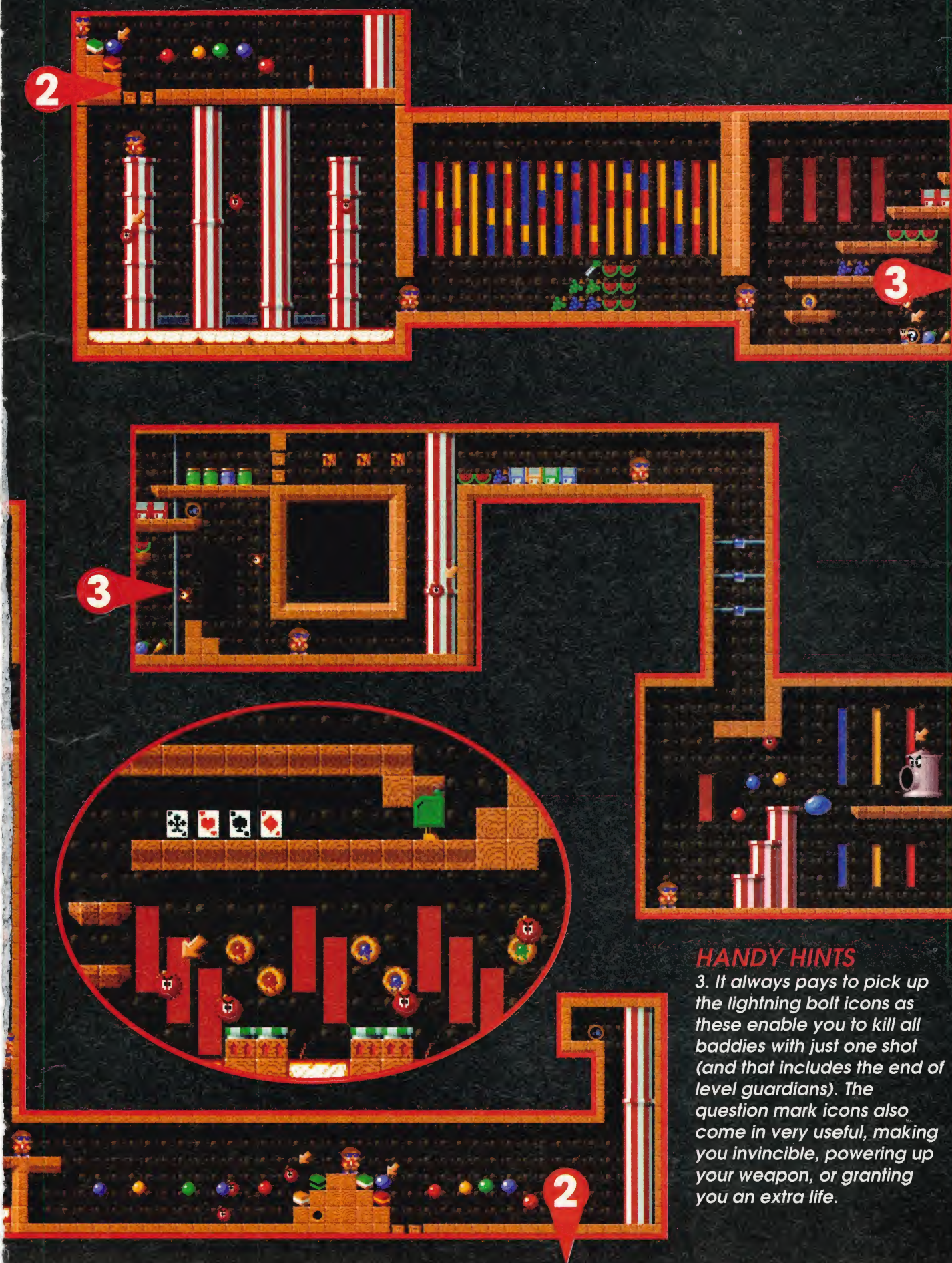
1. When entering a new room, always take a good look around before attempting to move your Naughty One anywhere. You are seldom in trouble from the off, so try and work out the best route through a room first. If you are unduly worried about losing a life, press P to pause the game. Safety is always the best option.



HANDY HINTS

2. The most dangerous rooms (apart from the homes of the end of level guardians) are those that contain baddies which fly through the air. It is always the safest bet to dispose of these characters first before trying to cross the room. All the flying baddies follow a set pattern of movement, so a few seconds of study will allow you to pick them off.





NAUGHTY ONES

HANDY HINTS

3. It always pays to pick up the lightning bolt icons as these enable you to kill all baddies with just one shot (and that includes the end of level guardians). The question mark icons also come in very useful, making you invincible, powering up your weapon, or granting you an extra life.



END OF LEVEL GUARDIANS LEVEL 3 – TETRIS TEDDY

One of the most difficult guardians to beat, and definitely one of the most dangerous.

Upon entering the room go to the right hand side of the screen and stand to the left hand side of the lowest platform. When the screen is free from the flying tetris blocks (which the bear has a nasty habit of flinging about) leap up to the top platform and fire one shot at the bear. If the shot hits the bear then all well and good, but if you hit one of the green stars, that is nothing to worry about. As soon as your shot is released, leap off to the right and stand on the block in the corner until the danger from the flying tetris block is past. Then repeat the procedure.

If you kill all the stars before the bear has been disposed of, leap up to the middle platform and stand directly next to the bear. The tetris blocks will then fly clean over your head.



LEVEL 4 – FIRE HYDRANT

Once the other baddies in the room have been disposed of, this bloke presents no problem at all. Immediately upon entering the room, drop off the platform down to the left hand side of the screen. You are now safe from the bouncing water balloons. Now make your way to the right of the room and pick off the red flying baddie (you will need to jump and shoot at the same time to kill it). Now pick off the coloured bouncing balls one by one, whilst all the time avoiding the balloons. Once these are out of the way, jump right next to the hydrant and keep firing.



ME AWAY - - - ➔



LEVEL 5 - KING TUT

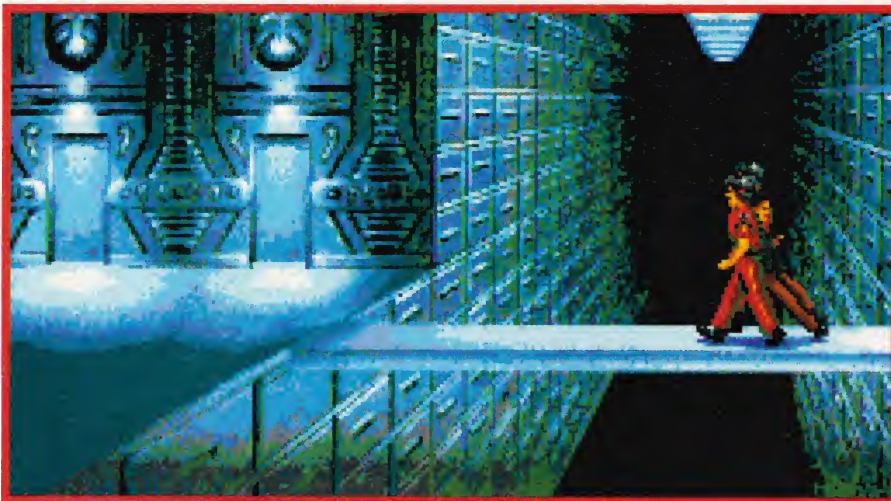
The hardest and final barrier. Go to the left of the room and wait until the head is close to the floor. Fire one shot and then run underneath the head as it goes back up in the air. Repeat this procedure until you have killed the guardian, whilst all the time avoiding the lightning bolts and above all, remembering not to panic. Well, that's it. Get going and good luck.

NAUGHTY ONES

INNOCENT UNTIL CAUGHT

GIVING THE GA

We've had a lot of requests for help in Psygnosis' Innocent Until Caught. So, accommodating as ever, here it is



You arrive at the spaceport in search of credits to pay off your tax bill. Start off by talking to the guard and then pick up the passport from the bench. Try to get into the subway and you'll discover that you need a token to gain admittance – sadly you've got no cash – typical!

Wander behind the spaceport to the bar. Then order yourself a drink and sit down. You won't get served because you have no money but, while you're there, steal the pawn ticket from the back pocket of the man who is sitting next to you. Take the ticket, nab the newspaper from the floor and the jar and lid from the table.

Next door to the bar is the Paradise Club and all you have to do to enter is show your passport at the door. Inside, the madame tells you that she'd like you to get her vase back from the Pawnbroker next door. Before you leave, pick up the wooden cane and the bottle of perfume on the table. You'll also need to get the



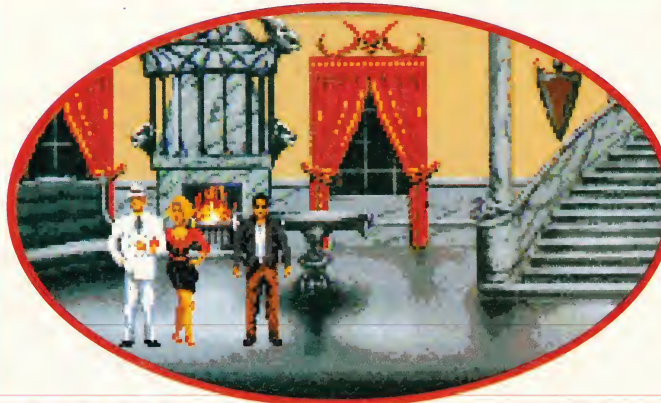
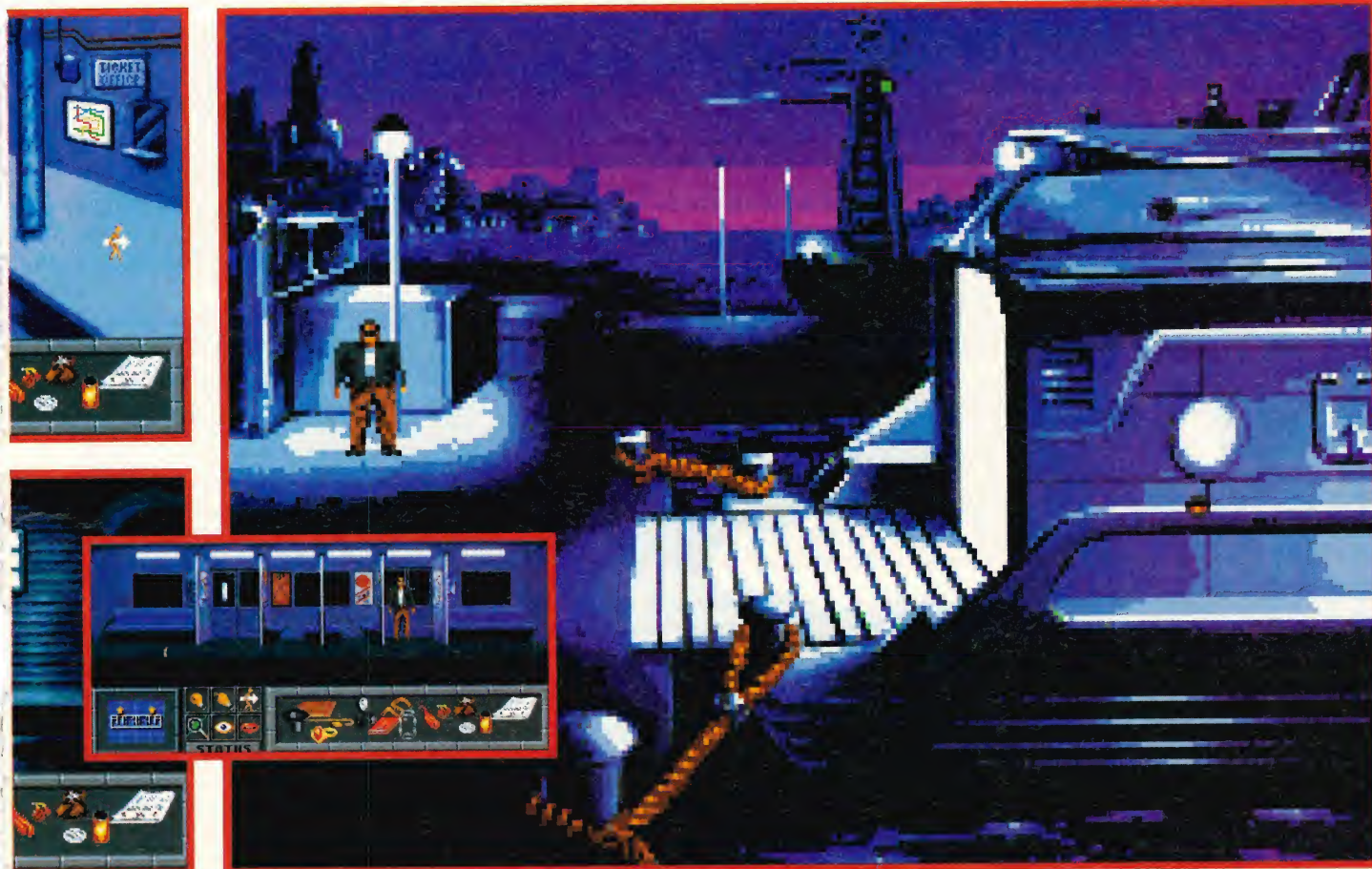
chewing gum from the receptionist. Next door to the club is an alleyway which leads to a maze of fences. Pick up the hose-pipe, the bag and the beer can. Walk past the drunk and when you reach the diner, pick up the oil can. Look at the trash and you'll find an egg and nearby you'll notice a power-point. Chat to one of the bikers and ask to borrow his friend's coat. He'll refuse but ask you to do him a favour.

Beyond the diner are the docks and a boat but you can't get on it. Notice the sailors hat on the boat? Good! Nip down the alley to the Pawnshop and exchange the ticket for the camera. Take a peek inside the vase to find a wrapper and then put the vase in your bag to steal it (tsk).

Walk back up the alley and charge the camera at the diner. When the camera is fully charged walk back to the drunk and blind him with the flash. Steal his hat which has a few coins inside. Go back to the club and return the vase to the madam. Ask for the silver Slash badge as a reward. Once you've got the badge, give it to the biker and he will give you his friend's coat which will become a bag of coins (don't coats always do that?).

Go back to the bar and buy yourself a drink. After a few minutes the barman will give you a coin change and you can pick up





the deflector ring from the floor. Put the wrapper around the coin to forge a token for the subway. On the Badside station, use the oil can to remove a screwdriver that has been jammed into the vending machine. Get the radio which is on the platform and return to the bar.

Order another drink from the robot there and, when it stands still, open it up with the screwdriver. Remove its circuit board and use the radio together with the circuit board to make a radio control unit and then (hello! Are you still with us?) walk to the docks and use the unit on the robot barring you from the boat. Slip on board the boat and take the sailor's hat!

Go back to the pawnbroker and exchange the hat for a carpet. Take the train to The Hill and get into the mobster house by showing the ring to the camera. Show the mobster the ring and he will offer to buy a

whole host of items (an egg, a statue and some bands) from you if you can find them. Use the train again and alight at East Eruk, the station for the zoo. Cruelly burst the little boy's balloon and take the piece of string that remains. Next, talk to the boy's father who'll tell you a fascinating story about a fly and show the mushrooms (I'm sorry?). Go into the zoo and you'll notice the egg inside the monster's cage.

Get on a train again and get the aerosol can. Go to Negur station. Get the hot dog from the stand and fill the jar with mayonnaise. Put the lid on and use the jar with the fly to capture it. Go to the nearby police station and talk to the sergeant about a drugs raid and he'll give you a bag of flour. While things are quiet, make a bow from the string and cane and an airgun from the hosepipe and the aerosol.

Next pop along the gallery which you

can find on the hill. Take the mushroom and go inside. The first exhibit is a stone which you should steal. When you get to the statue in the glass case, use the stone with the airgun. Shoot the glass case again and lay the carpet on the floor. Shoot a third time and the statue will fall onto the carpet. Get the carpet and get the statue.

Time to get the egg. Go back to the docks and hitch a ride on the food wagon that appears. The wagon will take you to the monster's cage. Defeat the monster by spraying it with perfume. Pick up the two bits of vine and the stick, and move the straw to reveal a grating.

Remove the grating and attach a piece of vine to it. Now use the stick and the other vine piece to make a grappling iron and then shoot the grapple over the chasm with the bow.

After swinging across, feed the hot-dog to

INNOCENT UNTIL CAUGHT

INNOCENT UNTIL CAUGHT



the man-eating plant and swap your egg for the alien egg. Escape down the hole to the sewers which will lead you back to the station platform in East Eruk. To get the bonds you need, go to the bank of Negurgi and talk to the cashier about opening an account. Give the clerk the bag of coins. Now



press the bell again and speak to the clerk once more. Use the gum on the door which will allow you to open it later.

Past the door are some miscellaneous filing cabinets. With the screwdriver, open the cabinet and take the file with the bank account number. Use the screwdriver again to take the plans to the sewers.

Use the map you now have to navigate the sewers to a point near the bank vault. To open the vault, drop the mushroom and let the fly out of the jar (obviously!). Once in the vault use the flour to find your way to the drawers on the right and then the bonds from the cabinet.

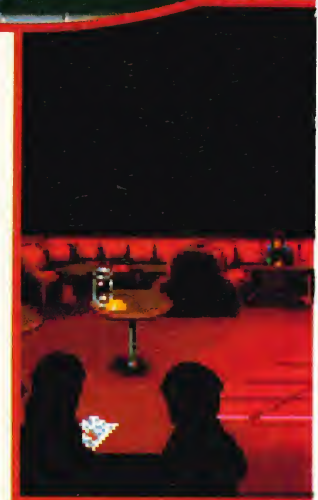
Return to the mobster and hand over the statue, the egg and the bonds.

Unfortunately, you get attacked and thrown in jail. After you escape from



the cell using the device sent to you, talk to N'palm and move the mat on the floor. Next open the grating and go down. In the maze go south until you reach the exit in the NE corner of the screen. Out in the open. Use the device again to beam up the spaceship.

Accepting the job of stealing a weapon from a mad dictator, you are transported aboard a space liner. Take the book and the flowers from the cabin and walk to the viewing deck. Give the loving couple the





flowers and steal the man's wallet from his back pocket. Take the credit card and the passport from the wallet. Go to the bar and use the credit card to buy a huge bottle of drink from the bar.

At the spaceport tell the customs official that you are a tourist and get N'Palm to distract the woman nearby so you can pinch her coat. Walk east and enter the shop. Take the screwdriver and talk to the shopkeeper. He'll decide to help you and will hand over a box of mechanical bits and an etiquette book. Go to the bar (yes – once again) and speak to the scientist. Take the love letter that he gives you.

Go to the palace. The etiquette book contains the password "akimbo" to get past the guards. Once past, go behind the building on the left to the dog compound. Make a mouse using the screwdriver, mechanical whatnots and the fur coat and distract the dog with it. Climb the trellis and talk to the princess. After you've sweet-talked her with the Old Ladd charm, return to the bar and convince



the scientist to give you the keys to his lab.

N'Palm is still in the spaceport so ask him to get a guard's uniform. Next, pop along to the lab and enter using the uniform. Change into the uniform on the status screen. When you get to the lab you get arrested once again and dumped in another jail cell. N'Palm will appear at the window, so compose a nice sweet love poem to take to the Princess. After all these heroics, return to the bar and get a travel warrant from the Princess.

Go to the lab again and tell N'Palm to get a crate. Now go to the spaceport and put the travel warrant on the crate. Get inside and you'll be lifted into the shuttle. Leave the

shuttle using the escape pod (on the right) and enter the fortress tower. Go up the stairs to the control room and speak to the Princess about a way into the vault. Up above in the crate room, move the crate that blocks the door and go through into the vault room.

Unfortunately, the big crate is locked, so call N'Palm to help. He will throw you a crowbar. Use the crowbar on the crate and get the balloons and the gas cylinder from inside. Inflate a comedy balloon and you'll be lifted up to the raised catwalk. Get a pass from the Princess. Open the storage facility and take the crystal. Now go back to the control room and use the crystal on the machine. Tragically it doesn't work so leave and search out the dictator. Bet him to use the machine by asking the princess to marry you and staking the dowry.

The dictator will accept but then good old N'Palm intervenes. He saves you and destroys the crystal and the tower! Hurrah! How about that for an ending?

To be honest we've no idea why you needed any help. This game is pretty easy, after all. Yeah right!

INNOCENT UNTIL CAUGHT



Another month, another intro for small tips to come up with. Only this time, we failed...

SETTLERS

The asexual Lee McNamara from Gosport reckons he/she's a bit of a sort when it comes to "doing" The Settlers, and he/she's even sent us in a player's guide thang to prove it. Try it out and decide for yourselves – either way, Lee wins a prize.

Step One: Main rules of Settlers

- Only attack an enemy building with one knight inside it. Never attack a building containing more than one knight.
- Try to get as far away as possible from your enemy when placing your castle. (Bit obvious that one, Lee mate).
- Always attack the enemy guard huts that will be of benefit of you, i.e. important buildings surrounding it, close to enemy main castle.

Step Two: Building and placing buildings

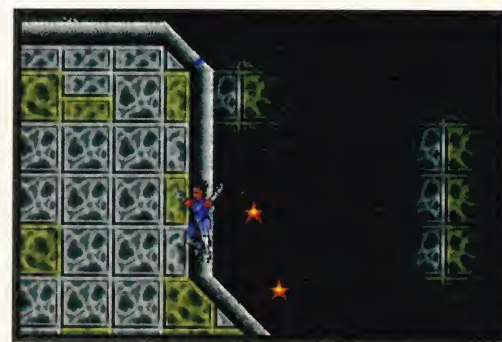
- Build a sawmill, woodcutter and forester all together and place them in an area which is either full of trees or has room for more trees.
- Build a stone cutter in the middle of the rocks in that area.
- Build a weaponry and two steel works close together, and try to have them as close as possible to the main castle.
- Build six guard huts around the frontier.
- Send your geologists into a mountainous area held by you, and attempt to construct two coal mines and two iron mines.
- If your area contains a large lake, put two fishermen on each side of it. If there are no lakes then build (in this order); a bakery, windmill and cornfall. Ensure they are in a secure place with lots of open space around them.
- Put a toolmaker in a very safe place indeed.
- Surround all major buildings with a keep, or garrison.
- Build an additional two coal mines, two gold mines, and place a goldsmith – all close together, making sure they are very well protected.
- By this point stone will probably be in short supply, so build another stone mine.
- Now build a stock as far away from the castle as possible, protecting it with four guardhuts, two keeps or a garrison.
- If you want to keep up food demand build a pig farm and a butcher close together.
- Now, er... play like a bugger and do really well.



FLY HARDER

Any number of people seem to have completed this surprise hit from Krisalis, and here are the level codes to prove it. Thanks to Alex Parkin, Robert Cross, Robert Sale, Sam(antha?) McGovern, Jools Howarth and many many more (about four).

- PHOTON
- MEGAGRAV
- BLACKHOLE
- SUPERNOVA
- TRANSMITTER
- QUANT
- NEOGEOPOWER



ASSASSIN

Alex Parkin (of Fly harder level codes fame) went on to offer a bit of help with this Team 17 adventure thang. Kind soul isn't he?

According to Alex, typing: ANOTHERCHEATMODE provides you with infinite energy. It works on the Special Edition apparently, too.

Cheers Alex mate, JP it is then.
Winner of Jurassic Park

JURASSIC PARK

Oh yes, you tried the codes and you were cheated. Neither us nor Ocean could understand quite why the last lot of A1200 codes refused to work for some of you, though we suspect you may be A500 owners on the sly, so here are the codes for you too.

- 8EB75C3D
- DE5FB8C5
- EEE774OD
- BEB75C25
- AEA7542D
- BEA7542D
- CE5FB0C5
- FE6FA8DD
- EE77780D
- 9EO74035



SECOND SAMURAI

Mister C. Moxam is a bit of a star when it comes to Second Samurai, and here are his level codes to prove it.

2. 1RY4YX5Z
3. EW2JZDQM
4. AEBJP3KM
5. AIAZXBNL
6. EGYUHZX5
7. T4L502VS

CANNON FODDER

Those pumpsters among you may be interested to know that Phil Schirle and Vivek Choman have a bit of a missile treat for you on the third phase of mission eight of this shoot 'em-up army game.

The fact that you should really have gone way beyond this point if you took the trouble to study our superb and masterfully comprehensive 'Cannon Fodder busted' booklet which came free on the cover of Amiga Action a couple of months ago is irrelevant we suppose...

Follow the track round until you get to the river, and go across. Move as far right as possible and continue down to the clearing. Go left, remembering to shoot the native, and you will find a small bush underneath which 50 - go on,



count 'em - missiles are in hiding. Top, eh?

The Vivmeister continues to say that, on the same level, at the other side of the map, there is a path leading up. Follow this (he claims), and you will find a tree. Now blow this up and you'll find four stars to make your General all good.



MORTAL KOMBAT

Now don't go writing in if this is a bit dodgy, just give it a go. Type VAMPIRE on early versions of the game for a cheat option. If this doesn't work, try typing CARRUTHERS MUTILATION MU. If that doesn't work, you're stuffed, says Myles Cochrane.

QWAK

He makes up for it though (Myles Cochrane that is) with a cheat for Qwak. When you die or run out of credits, press fire on the joystick in the mouse port to restart at the level where you ended.

Winner of Man Utd Champs



BRIAN THE LION

On the first level, when you come to the springy brick, jump to the left," says Duncan Ratcliffe of Lowerhouse (crap cricket team), Burnley. And he continues: "When you have defeated the bees, go to the end where you will be rushed away by a whirlwind." And he isn't finished.

"The whirlwind will take you to Jungle Secret1, and on completing this you will be taken to Bonus Paradise where you will be blessed with jewels, lives and energy." Sounds all right to us. Nice one, Dunkmaster.

ACTION REPLAY CODES

Hundreds of them, all sent in by Jason Wheatley from Swindon, some of which we used, and some of which we didn't. Enjoy life back in Division One Jase.

D-HERO - 001F33: Lives

MICRO MACHINES - 003945: Lives
- M6627: Laps

(Set to 00 to win instantly)

YO! JOE! - C0314E: Stars (player 1)

- C03110: Stars (player 2)

- C0316E: Lives (player 1)

- C03130: Lives (player 2)

SOCCER KID - C02764: Lives

- C0297E: Energy

- C00223: Time

(Must die after entering codes to work)

ZOOL 2

Arse - we thought we'd got through a whole issue without mentioning the spindly-legged mask master when some bell decided to send in the level codes. Damn.

Swan Lake: SESAME

Blueberry Hill: RONSON

Tooting Common: FUNKYTUT

Snaking Pass: HISSTERIA

Mount Ices: 7SLURP

Mental Block: PLUNGER

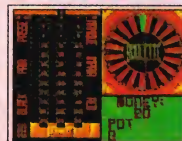
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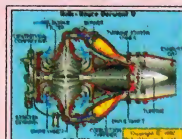
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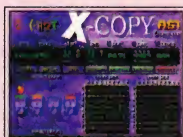
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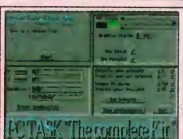
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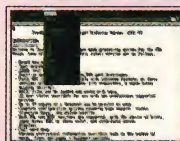
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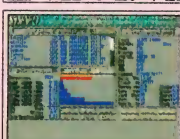
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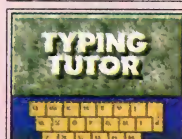
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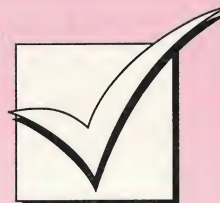
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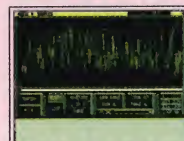
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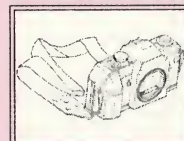
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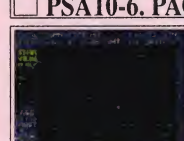
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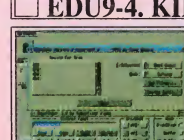
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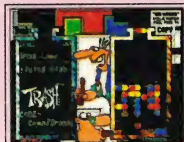
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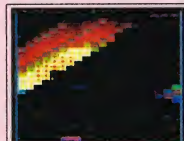
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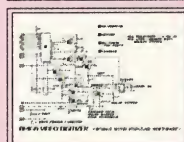
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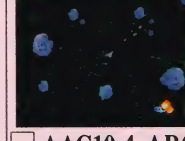
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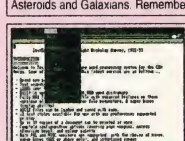
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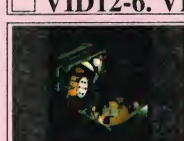
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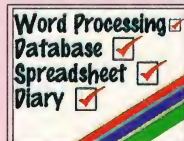
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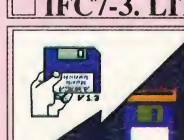
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SPOT THE DIFFERENCE



We simply couldn't let World Cup month slip by without giving you all a chance to get your hands on some pretty exclusive hot goodies



● All you have to do is study the two photographs, find the difference between the two, write it down and send it in! Couldn't be simpler! Don't forget to include your name, age and address. Remember, we're looking for the main difference! Good luck

Win Win Win Win Win W

Position RENCE COMPO

As the action hots up on the pitch, the British summer temperatures will no doubt be soaring to their usual all-time highs (mid-70s). A hosepipe ban will be in force and the 'Phew what a scorcher!' headlines will be plastered all over the show. It's as good a time as any then to get dressed up summer-style and just when you're about to pop down to your local sports shop, Amiga Action come to the rescue with another fashion compo.

As you'll know by now, US Gold are doing the official World Cup USA '94 game and in conjunction with them, to celebrate next month's launch of this title for your machine, we can offer you a whole host of goodies in our top compo.

In an effort to dress the Amiga Action readers a little bit better this summer, we now have some sporty gear up for grabs. All you have to do is read the rules and send your entry in, making sure you complete the coupon in full and get it to us before the closing date. The winner will be the most witty and relevant answer, so go on, impress us!

PRIZE TIME

The lucky winner of the compo will receive:

1. A World Cup USA '94 track suit in red, white and blue. Now this is pretty special as there are only 130 in the whole wide Universe, so the chances of clashing with somebody else is slim to say the least.
2. A top quality red, white and blue sports holdall emblazoned with the official logo of the tournament.
3. A USA '94 T-shirt, key-ring and pin badge

So you can wear your T-shirt when the trakkie is in the wash! Good eh?

Three lucky runners-up will receive T-shirts, key-rings and badges and will soon be the envy of all their friends.

10 THINGS YOU NEVER KNEW ABOUT US GOLD'S WORLD CUP USA '94

1. It's the only official World Cup computer game
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6. The game incorporates over 3000 frames of animation
7. Three skill levels are included
8. US Gold are confident that their title will be the most playable to date
9. The game will allow you to alter factors to make it as difficult or as simple as you like
10. The game will hopefully be out before the tournament finishes on July 17th

SPOT THE DIFFERENCE COMPO

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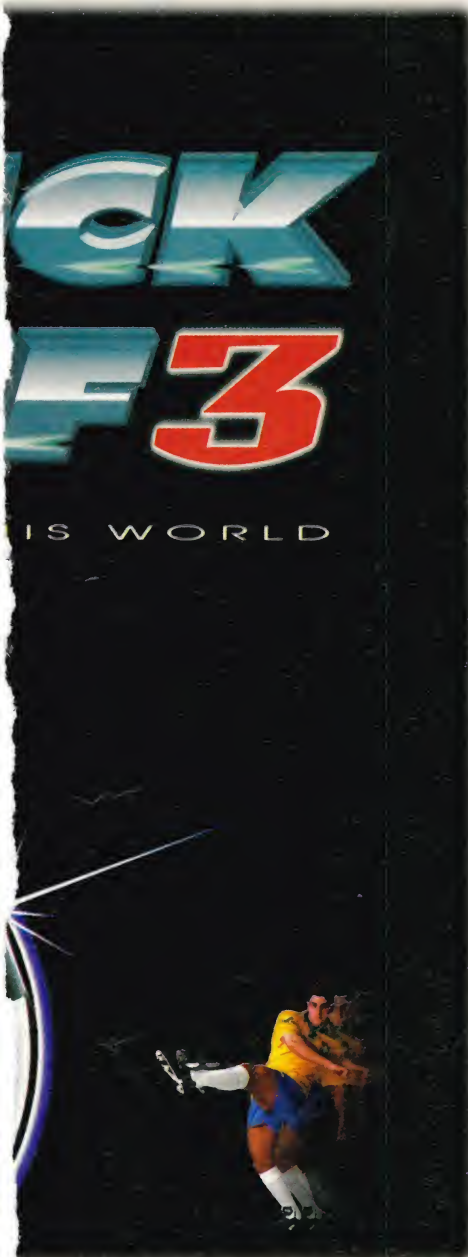
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PC COMPATIBLES

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THE MAKING

"There is no doubt that we are going to end
Keith Smith, Millennium

Neil and
Michael claim
to be good
friends. Hmm





After a few hours training from Neil Axe there seems to be no stopping these two lads

OF MYSTERX

Part 4

The time for MysterX is near. Two lucky readers were invited to sample a Neil Axe training session, and I went along to see how they fared

BY: NEIL JACKSON

up with an extremely polished product"

For the last few months, our illustrious "editor" Paul has spent many a long working hour on the phone to martial arts expert Neil Axe. These conversations have so far yielded three Amiga Action features and a competition, the prize for which consisted of a martial arts lesson given to the lucky reader and a friend by the great man himself.

Due to a great deal of mock bravery and downright foolishness on his part, Paul had managed to talk himself into joining the competition winners as they were taken through their paces by Neil Axe. Sniggers and guffaws echoed around the office as we pictured a bruised and battered editor returning to work after his encounter with the

creator of the MysterX character.

Realising his unfortunate mistake, Paul hastily arranged a week's holiday in New York to coincide with his planned ordeal. "I've had this holiday booked for weeks!" he squealed unconvincingly. Yeah right.

Anyway, suffice to say that I was ordered to fill the breach. So, after rousing myself from my comfy pit at a ridiculous 4am, it was off to Cambridge to meet Keith Smith, PR and marketing man at Millennium.

From there it was on to Aylesbury, the home of Neil Axe and his Academy of Martial Arts.

Deep in the bowels of the Aylesbury Civic Centre, something was stirring, and to be honest it was far from



Wayne and Connor are taken through their paces



"I'm not a lover of the special moves in most beat 'em-ups"

Neil Axe, Martial Artist

what I had expected. A door swung open and I was confronted by a small, low-ceilinged room with padded walls. At the far end of this chamber, the lucky MysterX competition winner, Wayne Ryder, and his friend, Connor, were being taken through their paces by members of the Axe Academy. My attention however was drawn to the two figures at the front of the room. The man I had come to see, Neil Axe, and his close friend and colleague, Michael, were involved in a one-on-one confrontation in unarmed combat.

Fast and dangerous

To say that their actions looked extremely fast and dangerous would be an understatement. Hands, feet and forearms were being flung in all directions by both men, but at no time did their good humour seem to disappear despite the blows which were raining down upon their unprotected bodies. Any thoughts which I had entertained of joining in the day's proceedings quickly disappeared over the horizon, as my cowardly streak came surging to the fore, and I stood mouth agape watching this exhibition of strength and agility.

It was time to meet the great man himself, and while Wayne and Connor were taken through a number of basic combat moves by Michael, I took my chance and tentatively approached Neil Axe and introduced myself.

Mentioning the fact that I thought the competition winners seemed to be enjoying themselves, I wondered whether Neil thought they showed any promise.

"Well yeah, both the guys have got heart, and it's obvious that they've done a bit of martial arts training before," he said. "They've been at it for an hour now, and they've still got another two hours to go, so it's good that they've got a basic insight into what they're doing. Hopefully they'll gain something from today, and they've put their bodies and soul into it, that's the main thing."

Basic insight

Judging from what I could see only yards away, Wayne and Connor's 'basic insight' looked mightily impressive to me, and meeting them late at night in a dark alley is not an experience which is top of my priorities list, I can tell you.

Regular readers will know about Millennium's ongoing plans to produce a Neil Axe game, featuring the MysterX character, but they may not

be aware of the other avenues to success which Neil is currently exploring.

"Altogether, there are over a dozen different companies currently interested in the marketing and media side of MysterX," he said. "There is the possibility of some television work on the horizon, and negotiations are currently taking place with an American-based film company, although I'm not allowed to say too much about this at the moment. There are also plans for T-shirts, slippers and all the rest of the Turtles-type merchandising."

One of the main reasons for my visit to Aylesbury – apart from seeing the competition winners put through their paces – was to see just how the MysterX game was progressing. Although it is currently in the early stages of development, Millennium's Keith Smith is happy with the way that things are progressing:

"The most pleasing aspect about the development of MysterX at the moment is the fact that we have found what we feel to be the right engine for the game," he said. "Add to this the fact that Chris 'Daughters of the Serpent' Elliott is producing MysterX, and there is no doubt that we are going to end up with an extremely polished product."

Martial artists

The next stage of the development process involved photographing the main characters who are to appear in the MysterX game as they posed for various still and action shots. Neil Axe sees this as possibly the most important part of the whole venture.

"I believe in having as much of the content based upon fact as possible. I'm not a lover of the special moves in most beat 'em-ups. I agree that every game should have an element of fantasy to it, but martial artists spend so many years training that what they can do is pretty spectacular anyway."

So, what did the two competition winners think? Well, as far as I could tell, they were both very impressed by the attitude of Neil Axe and the rest of the members of The Academy.

Wayne Ryder, the actual competition winner said: "At

school I used to do all sorts of martial arts, Ju-Jitsu, Karate and Judo. Ju-Jitsu was the best and I kept at it for about two years. More recently I did about a year's Aikido, which was very good but very difficult. The four years since then though I have got very lazy, and the Neil Axe session was an eye opener as to how much I'd actually forgotten."

Global success

Wayne's friend, Connor, was equally enthusiastic: "I've done about two year's Taekwon-Do and actually competed in a championship, but this was the best training session I have ever done. In fact, I've asked Neil Axe for a copy of the exercise sheet, and I'm going to keep it up."

So, two happy readers and one very impressed Amiga Action staff member later, it's time once again to take stock of the making of Myster X. Whether Neil Axe goes on to global success or not, there's no denying the fact that it won't be through lack of talent or trying. And as for the latest news and the first review of MysterX, you can rely on us to be there first.



Warming up properly is just as important as the training itself



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BACK ISSUES



ISSUE 51 DEC '93. CODE 8492.
 Cover - T2 the Arcade Game.
 Coverdisk Demos - Cannon Fodder, Brutal Sports Football.
 Features - Terminator 2 and Mortal Kombat, Rise of the Robots, Behind the Scenes at US Gold.
 Reviews - Alfred Chicken, Alien 3, Bob's Bad Day, Donk, Krusty's Fun House, Micro Machines, NASCAR, Oscar CD32, Overdrive, Perihelion, Pinball Fantasies CD32, Uridium 2, Theatre of Death, Turricon 3, Qwak.
 GTGAs - Hired Guns.



ISSUE 52 XMAS '93. CODE 8493.
 Cover - Beneath A Steel Sky.
 Three huge coverdisks! - Bob's Bad Day, Campaign 2, Charlie Xmas Chimp, Jack the Ripper, Goochy Classic Match.
 Features - Rise of The Robots pt2, Behind the Scenes at Gallup, The Next Step (retrospective).
 Reviews - Alien Breed 2, Beneath a Steel Sky, Xmas Lemmings, D/Gen CD32, F117A, Frontier, Globule, Prime Mover, Second Samurai, Space Hulk, Stardust, Wiz 'n' Liz, Wonder Dog.
 GTGAs - Theatre of Death, The Patrician.



ISSUE 53 JAN '94. CODE 8494.
 Cover - Beat 'em-up Special.
 Coverdisk Demos - Alien Breed 2, Disposable Hero, Dinosaur Detective Agency.
 Features - MysterX.
 Reviews - Body Blows Galactic, Bubba 'n' Stix, Campaign 2, Cannon Fodder, Cyberpunks, Dino Detective Agency, Doofus, Jet Strike, Kingmaker, Liberation, Magic Boy, Microcosm, Mortal Kombat, Overkill, Sleepwalker CD32, Suburban Commando, When Two Worlds War, Zool 2.
 GTGAs - Overdrive, Yo! Joe! + free GTGA book!



ISSUE 54 FEB '94. CODE 8495.
 Cover - Universe.
 Coverdisk Demos - Body Blows Galactic, Fury of the Furies, Baldy.
 Features - MysterX, Twenty Best Games of 1993.
 Reviews - Air Force Commander, 'Allo 'Allo, Champ Manager Italia, Combat Classics 2, Cosmic Spacehead, Dreamlands, Fantastic Dizzy, Fury of the Furies, Innocent Until Caught, Lamborghini, Mansell CD32, Settlers, Skid Marks, Star Trek, Switch Quiz, Zool CD32.
 GTGAs - Monkey Island, Jurassic Park.



ISSUE 55 MARCH '94. CODE 8496.
 Cover - Winter Olympics.
 Coverdisk Demos - Methane Bros A1200 & A500, Jet Strike Fantasy Missions, Dithell in Space.
 Features - MysterX, Zeewolf, Starlord.
 Reviews - Alf Chicken CD32, Assassin '94, Batman Returns, Cool Spot, Dangerous Streets, F1, Fatman, Global Domination, Goblins 3, Labyrinth, Pirates! Gold, Seek & Destroy, Sensible Soccer CD32, Snaperazzi, Tornado, Winter Olympics.
 GTGAs - Star Trek 25th Anniversary, Goblins 3.



ISSUE 56 APRIL '94. CODE 8497.
 Cover - UFO: Enemy Unknown.
 Coverdisk Demos - Liberation (1.5meg), Center Court Tennis, Benefactor, Assassin '94.
 Features - Soccer Kid animation, Psygnosis.
 Reviews - Blue & Gray, Brian the Lion, Castles 2, Dennis, Fly Harder, King's Quest VI, Legacy of Sorasil, Man Utd Champions, Morph CD32, Puggsy, Ryder Cup, Sabr Team A1200, Seek & Destroy CD32, Simon the Sorcerer, Soccer Kid A1200, Super Methane Bros., Tube Warriors.
 GTGAs - Simon Sorc., Police Quest, Goblins 3 pt2.



ISSUE 57 MAY '94. CODE 8498.
 Cover - James Pond 3
 Coverdisk Demos - Sierra Soccer World Challenge, Brian the Lion A1200
 Features - James Pond 3, Audiogenic, Starlord Pt 2
 Reviews - Darkmere, Bubba 'n' Stix CD32, Disposable Hero CD32, K240, Liberation A1200, Maelstrom, Mr. Nutz, Nick Faldo's Championship Golf CD32, Total Carnage, Trivial Pursuit CD32, Zool 2 A1200.
 GTGAs - Liberation, Stardust, King's Quest VI, Police Quest Pt 2 + free Cannon Fodder tips book.



ISSUE 58 JUNE '94. CODE 8499.
 Cover - Ambermoon
 Coverdisk Demos - Puggsy, Rugby League Coach
 Features - Who's Danny Flynn (science-fiction artist), computer game piracy
 Reviews - Ambermoon, Heimdall 2, Bart Vs the World, James Pond 3, Monopoly, Arcade Pool, Armour-Geddon 2, Naughty Ones, Hanna Barbara Animation Workshop, Ultimate Bodyblows CD32, Apocalypse, Gunship 2000 CD32, Brutal Football CD32, Chaos Engine CD32, Global Effect CD32
 GTGAs - Labyrinth, Leisure Suit Larry 1, Small Tips

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TALKBACK

The bit where cool, funny and beautiful Amiga enthusiasts get to cross pens. But enough about me, what do you have to say?

AAAARRGGGHH!

Dear Amiga Format,

Yes, I bought your magazine for the first time in March (issue 56), having owned an Amiga for just a couple of months, and yes, I was impressed at how many games you review and how many cheats you give away. However, I have caught you out, and think you should send me a game.

In the review of Manchester United Premier League Champions (for the second year running, and they also won the FA Cup you know, oh yes, oh yes – Paul) you gave scores for graphics, sound and playability as 80%, 82% and 90%, and an overall score of 90% too. Being clever, I added these up, and—

Sakel Mapul, Dover.

Stop! Stop! Average alert! Wooop! Wooop! Leave me alone, I don't want to talk about 'averaging out' scores.

Just take our word for it and go out and buy the bloody game will you, please. Sob.

Oh, and it's Amiga Action Sakers, if you don't mind.

TART

Well toast me a pop tart! In your response to my letter in issue 56 you committed a gross slander upon students, implying that we are all drug-crazed alcoholics with nothing better to do all day than watch widescreen televisions. This is completely untrue – I don't even know anyone with a widescreen TV. And where's my free game then eh? A number of possibilities present themselves:

- a. You never sent it.
- b. You did send it and it was intercepted by space aliens.
- c. I'm only pretending that I never got it to try and get another one.

Pesonally my money's on (a), but you never can tell can you.

Paul Henchcliffe, Pinxton, Notts.

I'm going for (a) too, you baked bean-scoffing sponger.

WASTE-A-TIME

Hi, I'm writing to you to tell you how much I like your magazine. I must be honest and tell you that your publication is not my first

choice, mainly because of the price (because of the disks).

I bought an A1200 when they first came out, and bought Monkey Island 2, completing it about six months ago. I wrote the full solution down on 24 sides of A4 paper and sent it to the other Amiga magazine I was reading at the time, because I knew they hadn't printed it, but then the – [barstool?] – mag went bust.

To my point. After all the sweat and blood I wasted I was wondering if you would like the solution: if you do (and promise not to go bust in the meantime), then I would be more than happy to spend another four hours writing it out.

A converted reader,
Jonathan Brookes, Barnsley.

You're wasting time – get writing, it's bound to come out on budget sooner or later, only try to keep it concise, yeah? And of course we promise not to go bust. Ooooooh yes, you can bank on that all right.

SAY WHAT MO-FO?

Whilst watching a TV program on television (as opposed to on a flowerpot then? – Paul), there was a piece about amateur radio, and it was connected to a computer. The thing is though – it was free (!), because it used radio waves and not a telephone wire.

Being really interested in buying a modem, it sounded just as good, but no cost on calls. So could you answer some questions please?

1. Would this work on a one meg A500?
2. What equipment would I need?
3. How much would it cost?
4. Finally, where could I obtain the equipment from?

Neil Morris (or possibly Harris),
Norwich.

1. Oooh no, I really don't think think so, but it might if you had, er, an 040 chip and a 2020 MHz accelerator dongle with 4.7Mb of chip RAM. Expansion.

2. A cheese grater and a plastic spoon with an

STAR LETTER

HELP THE CD32

I am writing this letter as a plea from the heart of a worried CD32 user. I bought the machine a few weeks ago after seeing a review of Liberation on the telly, and am well impressed by it, but worried nonetheless. I read somewhere that Electronic Arts will not produce for the CD32, as they see it as a stepping stone to 64-bit technology. This means that games like John Madden and Theme Park will never appear on the CD32, which is quite a loss.

I hope that someone at EA or Bullfrog reads this letter, because I think they are making a mistake. With the imminent release of the 3DO and Jaguar, I can't help but think that the CD32 doesn't have the support it needs. With games like Cannon Fodder and Skidmarks in the pipeline I feel a little more relieved, but still feel it will not stand up to the challengers

Before I say goodbye I would like to make two more points. Firstly, Amiga Action is the best, and continually

improving, and secondly, thanks to Team 17 for being really polite and helpful over the phone, when some of the bigger software houses don't want to know.

David Bondar, Gedling, Notts.

Cannon Fodder and Skidmarks are all very well, but I've been telling people for months to expect a deluge of CD32 specific games, and still very little comes. It's about time we saw something, and quickly, before people like yourself change heart and move over to the consoles. Luckily, as reported in the news, the wait shouldn't be too long. Er, we didn't really have a proper "Star letter" this month, but seeing as you're a fan of Team 17, it seems only fair that you should get a brand spanking CD32 game. Hurrah!

ALIEN BREED II DONATED BY:



Is this as good as it gets, or is there more to come?

external drive and lots of cables and stuff.

3. Thirty quid at least, if not more. It might be as much as 500, but you can get them from certain shops for a fanner.

4. Most town centre branches of Kwik Save and any good haberdashery store, I should imagine.

KICKED OUT

The answer to the Superleagues question in Amiga Action 57 is Kick Off 2, which you moved to number

100 in the sport sims. I win a game and I want either Beneath a Steel Sky, Nick Faldo's Golf or Graham Gooch's World Class Cricket. Or Body Blows Galactic.

Robert Meredith, Bunbury, Western Australia.

We forgot about that, and I think it might have been knocked off the list now. Oops.

SACKED YO' ASS

Your reply to my letter in the May 1994 issue was 'and the pirates?'

Well, I know of people who have bought pirate copies and have had to take them back because they don't work. The pirates re-copy the game four or five times before they will admit that their copy will not work and give you your money back. Even with games that work, you still have a problem because almost every game on the Amiga comes with a very detailed manual which you don't get with pirate copies.

I think it is about time the software companies took a chance and cut their prices to see if they can finally get rid of piracy. If they did cut their prices I do not think they would take much of a loss in profit because all people who were getting copies would buy from the shops. I am sure Amiga owners would rather pay a couple of pounds extra for games that came packaged with full instructions.

David McCallum, Clarkston, Glasgow.

Right, I'm with you now, but I still don't agree. Games get pirated for two reasons. Kids in their bedrooms find it easy; they might not particularly want the game, but for ten minutes work, what the hell? Secondly, there are more than a handful of people who make a decent amount of cash from large scale piracy, and I suspect that no amount of price cuts would deter either sort of person.

HOPELESS

I've just bought an A1200 and thought that there would be some games, and there are, but I couldn't find any totally devoted to the A1200. Eg, Skidmarks - I want to buy the A1200 version but can only find the fully compatible one. Can you help?

Chris Barker, Harrogate.

Surprisingly, yes. All Skidmarks games come complete with an AGA disk for those lucky enough to own an A1200.

SORRY, BUT...?

Dear Amiga Action,

I thought you might know what to do with this.

No name or address.

Oh yes, we'll be putting it to use immediately. It's a while since we saw one of these. God help us all.

JOHNNY CONVERT

I'd like to start by saying I like to see who I'm talking to, so please can you put photos of yourselves in the mag. I am a SNES owner - don't stop reading, I'm getting rid of it. I bought this issue (57) - the first of many - but I don't know anything about Amigas, or which one to get.

I've been told that you can only use certain games on certain machines, so please please can you help me make the right decision? Thanks a lot,

Bobbie, Fax no: 091 491 4911.

We have been toying with the self indulgence thing

Bobbie, but unfortunately Steve flatly refuses to stand in front of a camera (in case some Crimewatch viewer recognises him, we suspect). As far as Amigas go, get yourself a 1200 mate/my dear - around 85% of back catalogue, and all new releases in the last 18 months work on it.

SHOW US YER BOAT RACE

Hi Paul,

Please give a big hello to Rachel. Have you guessed, it's the blonde Aberdeenshire lass writing you a wee note of thanks. I am overwhelmed - you have made a 23 year-old very happy in publishing my letter. To be honest I have never written to a magazine before, and it's thanks to your confidence boost that I will continue to keep in touch with your letters column. The unexpected gift of Lemmings was also gratefully received, and many hours of enjoyment were had by all.

I have enclosed a wee snippet of myself and my sister - us girls aren't afraid to show our faces, so why don't you do the same? Please please please put faces to names, as for all I know you might be white-bodied, have green hair and walk around in long blue T-shirts. Sorry, just getting carried away with the Lemmings game.

Denise Isaac, Inverurie.

Glad my soothing overtones boosted your confidence Den. The fact is, we're all rather resemblant of gargoyles unfortunately, but you asked for it, so watch this space. Well not this one obviously, but...

GUILTY CONSCIENCE

Wow oh wow oh wow woman! I recently purchased your magazine, and the only words I can find to describe it are "wow" and "fheechg". Your magazine is a most excellent publication.

But now I have to ask a serious question. I was recently out shopping to buy myself something for my birthday when I came across

a second hand shop. I was amazed to find games such as Zool 2 and Sensible Soccer for around 80p.

I couldn't resist and bought some, but when I read an article on the piracy of games I felt really guilty, and now I don't know what to do. Should I go to the shop and speak to the manager, or go directly to the police? I have deleted the games I bought, and really need some advice, because I am desperate.

Please help,

Nick Middlemiss, Edinburgh.

PS. Didn't Steve McNally play for Oldham Athletic?

Right, what you do is this. Go to the shop and speak sternly to the manager. Now judging by your writing I'd say you're about 11, so wait until he's punched you full in the face then go to the police, by which time they might be ready to listen to you. And why were you out buying a birthday present for yourself anyway, No-friends?

PS. No, he wouldn't be associated with that kind of lower league dross.

WHY THOUGH?

For many months I have searched high and low for a basketball game for the Amiga (not Tip Off). We have games for all the other sports, so why not basketball?

David Pook, Keevil, Wilts.

Not true Pooky. There isn't a Squat Thrust simulator either, which I think is a great shame. By the way, were you in New Jack City by any chance? No, thought not...

FIGHT! FIGHT! FIGHT!

This letter is in reply to Jonathan Moore from Walthamstow (issue 57). What kind of backward fool are you? "The Amiga can easily match the speed of most PCs on the market." This is possibly the most insane remark I have ever heard (apart from "Pop duo Gail and Gillian"!.) Come on Jonathan, you show me an Amiga that runs at 66mhz without serious surgery. Okay, 50mhz. 40mhz? Show me one and I'll eat my favourite organ!

I own an Amiga and a PC. My Amiga's good for what I payed for it, but when it comes to speed, graphics etc., it's dead poor compared to my PC. I enjoy using my Amiga - it's a fine machine, but there's no point living in a dream world.

The PC is the games machine of the future, and can become a fully functional multi-media system. Face it Jon, in five years the Amiga is gonna be gone. The CD32 may survive if they bring out some decent software and take it out of that cheesy case.

As an Amiga owner I don't want to see it go, but that's life. With the introduction of the Jaguar and its CD system I can already see the back of the CD32. Come on Commodore, don't just keep up with the competition, you've got to jump ahead.

Well that's enough griping, now onto the praise-

T.M.C. Picky Git (student), Reading.

PS. Got any games? Buying a PC does strap you for cash.

PPS. Sorry about the spelling but my spell check's just gone tits up.

Thanks for the praise TMC, but we're actually short of space. I suppose the PC/Amiga argument will rage on, and I can't argue with your speed argument. About the PC being the games machine for the future though, I disagree. As you will have read elsewhere in the mag, Commodore are very much alive and kicking, and I know for a fact that they have a lot of new technology up their sleeves. The Amiga brand will continue grow and improve, remaining at a price point much below that of the PC (yes I know about the PC's power, but you are talking about games). Despite the (still) lack of specific software, the CD32 is selling well - far better than CDi and Mega CD - and will continue to do so.

Also - and I'm assuming somewhat here - the new breed of Macintosh's and Power Macs would seem to pose a threat to the PC, especially now that the prices are more realistic.

And no, you can't have a game and I think you know perfectly well why.

**GOOD IDEA.
NO, REALLY.**

I was reading a letter by Mark Nuttall (AA58) and noticed his suggestion on cutting down advertising, to which you replied that the price of the mag would probably rise to about a fiver. I want to know whether this would work both ways. I find the ads very irritating and, unless I specifically want to look for something, they get in the way.

What I am suggesting is to separate them and have an ads section at the back of the magazine. This would mean that serious buyers would be able to quickly find what they are looking for, while everyone else could read the mag and then turn to the back to flick through. But we could take it a step further by increasing the amount of ads and using the money to lower the cover price, so how about it?

Jonathan Aspinall, Queens Park, London.

Well Jon, it's like this. If we- oh, I can't. I'd be here all day and you still wouldn't understand. Maybe some of our advertisers would like to have their say. Providing they can stop laughing or long enough. At least you're trying though mate - have a game.

**Send your
lettuce to:**

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Amiga Action,
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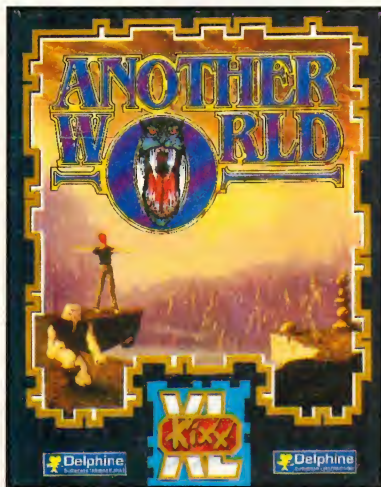
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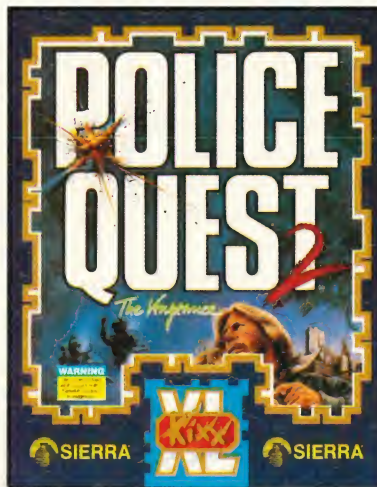
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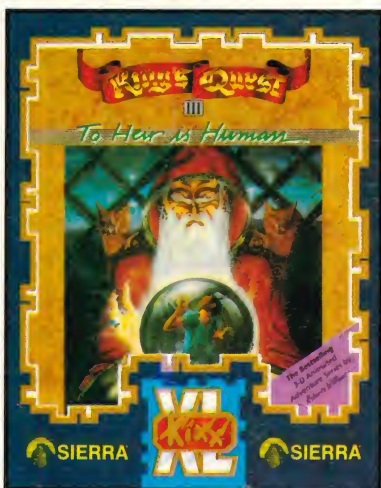
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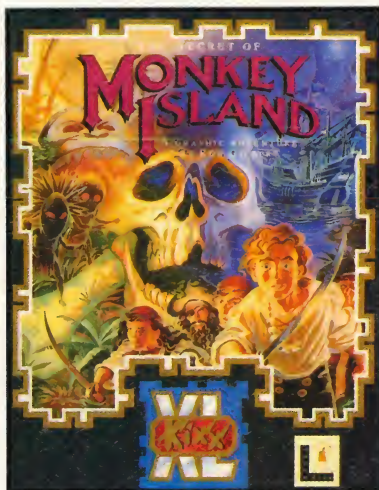
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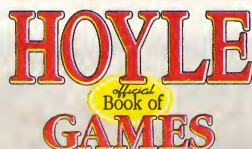
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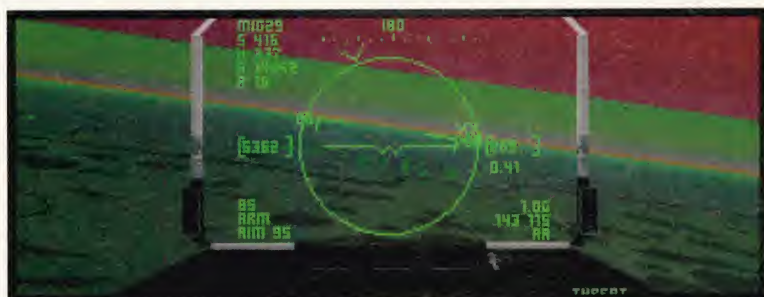


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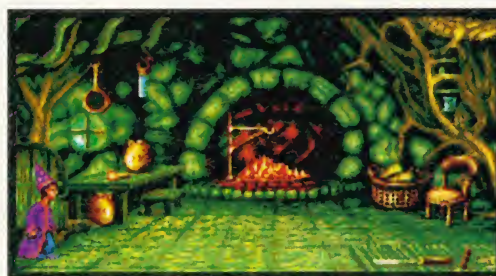
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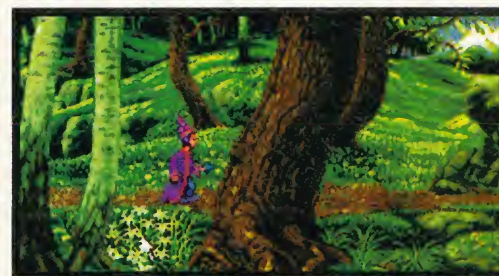
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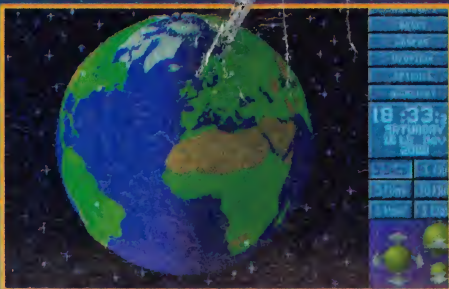
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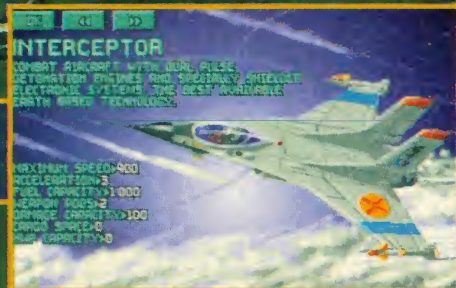
One thing is certain - it won't be easy!

**For IBM PC Compatibles and
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IBM PC screenshots shown.

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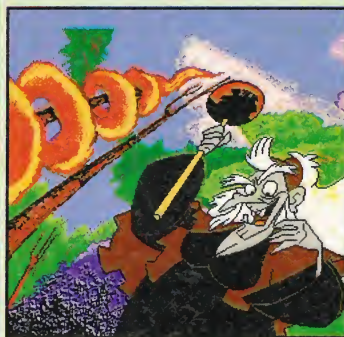
SUPER

Oh yes, we like our Superleague japes and we will not be denied them. A game to Lindsay Spelling from Wellinborough for spotting last month's Kick Off 2 debacle. Later...

ARCADE ADVENTURE

- 1 FIRST SAMURAI**
Mirrorsoft
- 2 ROBOCOP 3**
Ocean
- 3 D/GENERATION**
Mindscape
- 4 SECOND SAMURAI**
Psygnosis
- 5 HUNTER**
Activision
- 6 ANOTHER WORLD**
US Gold
- 7 JURASSIC PARK**
Ocean
- 8 HEIMDALL**
Core Design
- 9 THE IMMORTAL**
Electronic Arts
- 10 GOLD OF THE AZTECS**
US Gold
- 11 CADAVER**
Renegade
- 12 MOONSTONE**
Mindscape
- 13 CORPORATION** + Mission Disk
Core Design
- 14 SPACE CRUSADE**
Gremlin
- 15 HERO QUEST** + Data Disk
Gremlin
- 16 ASHES OF EMPIRE**
Mirage
- 17 CYBERCON III**
US Gold
- 18 SWORD OF HONOUR**
DMI
- 19 LORDS OF TIME**
Software Business
- 20 XENOMORPH**
Ubisoft
- 21 BARBARIAN II**
Palace
- 22 SHADOW OF THE BEAST III**
Psygnosis
- 23 ROCKET RANGER**
Cinemaware
- 24 CAME FROM THE DESERT** + Ant Head
Cinemaware
- 25 HORROR ZOMBIES/THE CRYPT**
Millennium
- 26 UNREAL**
Ubisoft
- 27 KULT**
Ubisoft
- 28 OBITUS**
Psygnosis
- 29 CRYSTALS OF ARBOREA**
Silmarils
- 30 VOODOO NIGHTMARE**
Activision
- 31 LAST NINJA 3**
System 3
- 32 ABANDONED PLACES**
Electronic Zoo
- 33 ZOMBI**
Ubisoft
- 34 NINJA REMIX**
System 3

- 35 COLORADO**
Ubisoft
- 36 BLOODWYCH** + Data Disks
Mirrorsoft
- 37 COLDITZ**
Digital Magic
- 38 HEAD OVER HEELS**
Ocean
- 39 INDY/FATE OF ATLANTIS**
Lucasfilm
- 40 HARE RAISING HAVOC**
Infogrames
- 41 B.A.T.**
Ubi Soft
- 42 MERCENARY III**
Novagen
- 43 SHADOW OF THE BEAST II**
Psygnosis
- 44 DIZZY'S EXCELLENT ADV**
CodeMasters
- 45 THE SIMPSONS**
Ocean
- 46 DEATH TRAP**
Anco



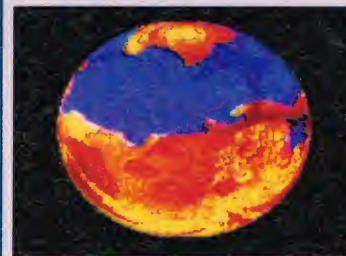
- 47 DRAGON'S LAIR III**
Readysoft
- 48 TREASURE TRAP**
CodeMasters
- 49 SHADOW OF THE BEAST**
Psygnosis
- 50 INFESTATION**
Unknown
- 51 RESOLUTION 101**
Millennium/UBI
- 52 NEUROMANCER**
Unknown
- 53 RAN XEROX**
Ubi Soft
- 54 BATMAN - CAPED CRUSADER**
Ocean
- 55 WEIRD DREAMS**
Rainbow Arts
- 56 SPACE ACE II**
Readysoft
- 57 SIR FRED**
Ubisoft
- 58 HEROES OF THE LANCE**
US Gold
- 59 STORMLORD**
Unknown
- 60 THUNDERBIRDS**
Teque/UBI
- 61 GHOSTBUSTERS 2**
Activision

- 62 BOROBODUR**
Thalamus
- 63 BRIDES OF DRACULA**
Gonzo Games
- 64 NIGHTBREED (INTERACTIVE)**
Ocean
- 65 GUY SPY**
Readysoft
- 66 THE RETURN OF MEDUSA**
Unknown
- 67 OMNICON CONSPIRACY**
Unknown
- 68 BLADE WARRIOR**
Unknown
- 69 CHAOS IN ANDROMEDA**
Arc
- 70 BADLANDS PETE**
Arc
- 71 UNIVERSAL MONSTERS**
Ocean
- 72 SPACE ACE**
Readysoft
- 73 DRAGONS LAIR 2**
Readysoft
- 74 SINGE'S CASTLE**
Readysoft
- 75 DRAGON'S LAIR**
Readysoft
- 76 BARBARIAN**
Palace
- 77 OBLITERATOR**
Unknown
- 78 CRIME DOES NOT PAY**
Empire
- 79 KRISTAL**
Unknown
- 80 GALDREGON'S DOMAIN**
Unknown
- 81 EYE OF HORUS**
Millennium
- 82 PYRAMAX**
Unknown
- 83 THEME PARK MYSTERY**
Mirrorsoft
- 84 BARBARIAN II**
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- 85 PAC LAND**
Unknown
- 86 THREE STOOGES**
Cinemaware
- 87 HEART OF THE DRAGON**
Dynamix
- 88 MICKEY MOUSE**
US Gold
- 89 BEASTLORD**
Grandslam
- 90 AQUANAUT**
Fission Chips

ADVENTURE

- 1 BENEATH A STEEL SKY**
Virgin
- 2 MONKEY ISLAND 2**
US Gold
- 3 INDY/FATE OF ATLANTIS**
US Gold
- 4 STAR TREK**
Interplay
- 5 SIMON THE SORCERER**
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Cyberdreams
- 12 LABYRINTH OF TIME**
Electronic Arts
- 13 MADDOG WILLIAMS**
Game Crafters
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- 17 KINGS QUEST VI**
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- 18 OPERATION STEALTH**
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- 19 LEISURE SUIT LARRY 5**
Sierra
- 20 CRUISE FOR A CORPSE**
US Gold
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- 22 COSMIC SPACEHEAD**
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- 32 HITCHHIKERS GUIDE**
Infocom
- 33 CODENAME: ICEMAN**
Sierra



- 34 POLICE QUEST SERIES**
Sierra
- 35 FUTURE WARS**
US Gold
- 36 LEATHER GODDESSES**
Infocom
- 37 LEISURE SUIT LARRY 1, 2 & 3**
Sierra
- 38 SPACE QUEST IV**
Sierra
- 39 SPACE QUEST 1, 2 & 3**
Sierra
- 40 DUNE**
Virgin
- 41 TRIAL BY FIRE**
Sierra
- 42 ZAK MCKRAKEN**
Lucasfilm
- 43 ZORK TRILOGY**
Infocom
- 44 SUSPICIOUS CARGO**
Gremlin
- 45 WONDERLAND**
Virgin

LEAGUES

- 46 DEMONIAK**
Silmarils
- 47 PLAN 9 FROM OUTER SPACE**
Gremlin
- 48 MAUPITI ISLAND**
Lankhor
- 49 PLANETFALL**
Infocom
- 50 GUILD OF THIEVES**
Rainbird
- 51 STATIONFALL**
Infocom
- 52 B.A.T. II**
Ubi Soft
- 53 INNOCENT UNTIL CAUGHT**
Psygnosis
- 54 CONQUESTS OF CAMELOT**
Sierra
- 55 LURKING HORROR**
Unknown
- 56 ULTIMA SERIES**
Origin Mindscape
- 57 MANHUNTER SERIES**
Sierra
- 58 HOOK**
Ocean
- 59 B.A.T.**
Ubi Soft
- 60 DEJA-VU 1+2**
Mirrorsoft
- 61 SHOGUN**
Infocom
- 62 SPELLBREAKER**
Infocom
- 63 WISHBRINGER**
Infocom
- 64 CHRONOQUEST SERIES**
Psygnosis
- 65 ENCHANTER**
Infocom
- 66 SORCEROR**
Infocom
- 67 BEYOND ZORK**
Infocom
- 68 ZORK ZERO**
Infocom
- 69 SUSPECT**
Infocom
- 70 BUREAUCRACY**
Rainbow Arts
- 71 DEADLINE**
Infocom
- 72 TIME**
Rainbird
- 73 INFIDEL**
Infocom
- 74 CORRUPTION**
Rainbird
- 75 FISH**
Rainbird
- 76 JINXTER**
Rainbird
- 77 THE PAWN**
Rainbird
- 78 SUSPENDED**
Infocom
- 79 TIMES OF LORE**
Origin
- 80 COLONEL'S BEQUEST**
Sierra
- 81 WEEN**
Loricel
- 82 GOLDRUSH!**
Sierra
- 83 FASCINATION**
Digital Integration
- 84 STARCROSS**
Ubisoft
- 85 HOLLYWOOD HI-JINX**
Infocom
- 86 TRINITY**
Ubisoft

- 87 A MIND FOREVER VOYAGING**
Infocom
- 88 BLACK CAULDRON**
Infocom
- 89 NIGHT ORC**
Rainbird
- 90 SEA STALKER**
Infocom

SHOOT'EM-UP

- 1 CHAOS ENGINE**
Renegade
- 2 DESERT STRIKE**
Electronic Arts
- 3 ALIEN BREED 2**
Team 17
- 4 PROJECT-X**
Team 17
- 5 ALIEN BREED '92**
Team 17
- 6 BLOOD MONEY**
Psygnosis
- 7 ALIEN BREED**
Team 17
- 8 TURRICAN 3**
Renegade
- 9 SEEK AND DESTROY**
Mindscape
- 10 WALKER**
Psygnosis
- 11 SILKWORM**
Virgin
- 12 SWIV**
The Sales Curve
- 13 TURRICAN 2**
Rainbow Arts
- 14 OVERKILL**
Mindscape
- 15 URIDIUM 2**
Renegade
- 16 BLASTAR**
Core
- 17 JET STRIKE**
Alternative
- 18 CYBERPUNKS**
Core Design
- 19 SIMULCRA**
MicroStyle
- 20 XENON II - MEGABLAST**
Renegade
- 21 THE KILLING GAME SHOW**
Psygnosis
- 22 X-OUT**
Rainbow Arts
- 23 DISPOSABLE HERO**
Gremlin
- 24 T2 ARCADE**
Virgin
- 25 Z-OUT**
Rainbow Arts
- 26 APIDYA**
Blue Byte
- 27 R-TYPE II**
Activision
- 28 MIDNIGHT RESISTANCE**
Ocean
- 29 FIREFORCE**
ICE
- 30 MICROCOSM**
Psygnosis
- 31 ALCATRAZ**
Infogrames
- 32 PANG**
Ocean
- 33 VENUS**
Gremlin
- 34 EPIC**
Ocean
- 35 APOCALYPSE**
Virgin

- 36 R-TYPE**
Activision
- 37 BATTLE SQUADRON**
Ubisoft
- 38 AMNIOS**
Psygnosis
- 39 WOLFCHILD**
Core Design
- 40 SPACE GUN**
Ocean
- 41 LETHAL XCESS**
Grandslam
- 42 RUBICON**
21st Century



- 43 WING COMMANDER**
Mindscape
- 44 ANARCHY**
Unknown
- 45 OPERATION THUNDERBOLT**
Ocean
- 46 MEAN ARENAS**
Ice
- 47 WINGS OF DEATH**
Thalion
- 48 WARZONE**
Core Design
- 49 ESCAPE FROM THE ROBOT**
Unknown
- 50 MONSTERS**
Ubisoft
- 51 STELLAR 7**
Sierra
- 52 ORK**
Psygnosis
- 53 STARDUST**
Daze
- 54 VIDEO KID**
Gremlin
- 55 FLY HARDER**
Krysalis
- 56 PEGASUS**
Gremlin
- 57 HOSTILE BREED**
Palace
- 58 BONANZA BROS**
US Gold
- 59 FIREHAWK**
Codemasters
- 60 FANTASTIC VOYAGE**
Ubisoft
- 61 STRIDER II**
US Gold
- 62 ATOMIC ROBO-KID**
Activision
- 63 THE EXECUTIONER**
Audiogenic
- 64 ARMALYTE**
Thalamus
- 65 OPERATION WOLF**
Ocean
- 66 SHADOW DANCER**
US Gold
- 67 SUPER SPACE INVADERS**
Domark
- 68 LINE OF FIRE**
US Gold
- 69 XENON**
Renegade
- 70 MONTY PYTHON**
Virgin

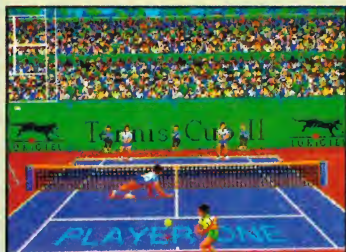
- 71 TERMINATOR 2**
Ocean
- 72 SUPER SKWEEK**
Loricel
- 73 BATTLESTORM**
Ubisoft
- 74 ROBOCOP 2**
Ocean
- 75 AGONY**
Psygnosis
- 76 STARUSH**
Ubisoft
- 77 MERCS**
US Gold
- 78 BAAL**
Unknown
- 79 CAVITAS**
Unknown
- 80 ALIEN STORM**
US Gold
- 81 WARLOCK THE AVENGER**
Millennium
- 82 CARDIAXX**
Electronic Zoo/Team 17
- 83 TOTAL CARNAGE**
ICE
- 84 WESTPHASER**
Loricel
- 85 FIRE AND FORGET**
Titus
- 86 STARRAY**
Logotron
- 87 PREDATOR II**
Mirrorsoft
- 88 GHOST BATTLE**
Thalion
- 89 FRENETIC**
Audiogenic
- 90 THE SPY WHO LOVED ME**
Domark
- 91 TOTAL RECALL**
Ocean
- 92 UNDER PRESSURE**
Electronic Zoo
- 93 BACK TO THE FUTURE 3**
Mirrorsoft
- 94 MENACE**
Psygnosis
- 95 SAINT DRAGON**
Domark
- 96 DALEK ATTACK**
Alternative
- 97 THUNDERJAWS**
Domark
- 98 ZONE WARRIOR**
Electronic Arts
- 99 U.N. SQUADRON**
US Gold
- 100 VAXINE**
Activision

SPORTS SIMULATION

- 1 SENSIBLE SOCCER V1.1**
Renegade
- 2 GOAL**
Virgin
- 3 SPEEDBALL 2**
Renegade
- 4 PRO TENNIS TOUR 2**
Ubi Soft
- 5 MAN UTD LEAGUE CHAMPS**
Krysalis
- 6 JOHN MADDEN**
Electronic Arts
- 7 PGA TOUR GOLF + Data Disk**
Electronic Arts
- 8 PREMIER MANAGER 2**
Gremlin
- 9 GRAHAM GOOCH CRICKET**
Audiogenic

SUPER LEAGUES

- 10 PREMIER MANAGER**
Gremlin
- 11 MICROPROSE GOLF**
MicroProse
- 12 WORLD CLASS RUGBY**
Audiogenic
- 13 BRUTAL SPORTS FOOTBALL**
Millennium
- 14 WINTER OLYMPICS**
U.S. Gold
- 15 EUROPEAN CHAMPIONS**
Ocean
- 16 PLAYER MANAGER**
Anco
- 17 SPEEDBALL**
Renegade
- 18 JIMMY WHITE'S SNOOKER**
Virgin
- 19 ARCHER MACLEAN'S POOL**
Virgin
- 20 WORLD CLASS LEADERBOARD**
US Gold
- 21 ARCADE POOL**
Team 17
- 22 LINKS**
US Gold
- 23 THE MANAGER**
US Gold
- 24 GAMES: SUMMER EDITION**
US Gold



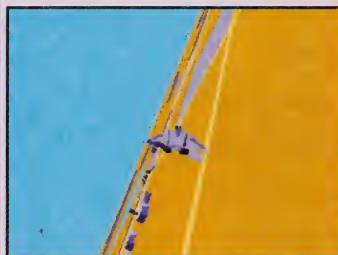
- 25 CHAMP MANAGER '93**
Domark
- 26 AMERICAN GLADIATORS**
GameTek
- 27 NICK FALDO'S CHAMP GOLF**
Grandslam
- 28 CHAMPIONSHIP MANAGER**
Domark
- 29 TENNIS CUP**
Loricel
- 30 TV SPORTS FOOTBALL**
Mindscape
- 31 CALIFORNIA GAMES**
US Gold
- 32 STRIKER**
Rage
- 33 PRO TENNIS TOUR**
Ubi Soft
- 34 JAHANGIR KHAN SQUASH**
Krisalis
- 35 GRAHAM TAYLOR'S**
Krisalis
- 36 RBI 2 BASEBALL**
Mindscape
- 37 DISC**
Loricel
- 38 THE AQUATIC GAMES**
Millennium
- 39 TV SPORTS BASKETBALL**
Mindscape
- 40 SUPER SPORT CHALLENGE**
Daze
- 41 RYDER CUP**
Ocean
- 42 TENNIS CUP 2**
Loricel
- 43 LIVERPOOL**
Grandslam
- 44 WINTER SUPERSPORTS '92**
Flair
- 45 J BARNES EURO FOOTBALL**
Krisalis
- 46 ZANY GOLF**
Ubisoft

- 47 EURO SOCCER**
Flair
- 48 MAN UNITED - EUROPE**
Krisalis
- 49 TV SPORTS BASEBALL**
Mindscape
- 50 FIENDISH FREDDY**
Tynesoft
- 51 INTERNATIONAL SPORTS**
Empire
- 52 MASTER BLAZER**
Rainbow Arts
- 53 TIP OFF**
Anco
- 54 EUROPEAN FOOTBALL CHAMP**
Krysalis
- 55 WAYNE GRETZKY HOCKEY 2**
Bethesda
- 56 MICROPROSE SOCCER**
MicroProse
- 57 INTERNATIONAL SOCCER**
MicroProse
- 58 SUPERSKI 2**
Microids
- 59 THE CARL LEWIS CHALLENGE**
Psygnosis
- 60 CALIFORNIA GAMES II**
US Gold
- 61 MEGA SPORTS**
Ubisoft
- 62 GRAND MONSTER SLAM**
Rainbow Arts
- 63 WORLD GAMES**
US Gold
- 64 PROJECTYLE**
Electronic Arts
- 65 PURPLE SATURN DAY**
Infogrames
- 66 ADVANTAGE TENNIS**
Ubisoft
- 67 WWF WRESTLEMANIA**
Ocean
- 68 STORMBALL**
Millennium
- 69 ITALY 1990**
US Gold
- 70 FACE OFF ICE HOCKEY**
Krisalis
- 71 BILLIARDS II**
Infogrames
- 72 REBEL RACER**
Unknown
- 73 I PLAY 3D SOCCER**
I-Play
- 74 WORLD CHAMP SOCCER**
Unknown
- 75 STEVE DAVIS SNOOKER**
CDS
- 76 FOOTBALL MANAGER 2**
Addictive
- 77 JACK NICKLAUS GOLF**
Gremlin
- 78 FOOTBALLER OF THE YEAR 2**
Gremlin
- 79 3D TENNIS**
Unknown
- 80 WILD WHEELS**
Ocean
- 81 RUGBY/THE WORLD CUP**
Infogrames
- 82 SUPER LEAGUE MANAGER**
Unknown
- 83 EUROPEAN SUPERLEAGUE**
Unknown
- 84 TOURNAMENT GOLF**
Unknown
- 85 MANCHESTER UNITED**
Krisalis
- 86 CIRCUS GAMES**
Unknown
- 87 ADIDAS SOCCER**
Ocean
- 88 SLIDERS**
Palace
- 89 INTER. RUGBY CHALLENGE**
Domark

- 90 SUPERSOCCER**
Ubisoft
- 91 PASSING SHOT**
Unknown
- 92 GRAND NATIONAL**
Unknown
- 93 MEAN 18**
Accolade
- 94 THE GAMES ESPANIA '92**
Ocean
- 95 ADIDAS TENNIS**
Ocean
- 96 ITALIA '90**
US Gold
- 97 M.U.D.S.**
Rainbow Arts
- 98 CYBERBALL**
Unknown
- 99 FIGHTING SOCCER**
Unknown
- 100 STREET HOCKEY**
Telecomsoft

FLIGHT SIMULATION

- 1 REACH FOR THE SKIES**
Virgin
- 2 FLIGHT OF THE INTRUDER**
Mirrorsoft
- 3 GUNSHIP 2000**
MicroProse
- 4 FALCON & MISSION** Disks 1 & 2
Mirrorsoft
- 5 TORNADO**
Digital Integration



- 6 F117A**
Microprose
- 7 COMBAT AIR PATROL**
Psygnosis
- 8 B17 FLYING FORTRESS**
MicroProse
- 9 DOGFIGHT**
MicroProse
- 10 THUNDERHAWK**
Core Design
- 11 F-19 STEALTH FIGHTER**
MicroProse
- 12 THEIR FINEST HOUR** + Data Disk
Lucasfilm
- 13 F-16 COMBAT PILOT**
Digital Integration
- 14 A320 AIRBUS USA**
Thalion
- 15 BATTLEHAWKS 1942**
Lucasfilm
- 16 FIGHTER BOMBER**
Activision
- 17 A320 AIRBUS**
Thalion
- 18 A-10 TANK KILLER V1.5**
Sierra
- 19 GUNSHIP**
MicroProse
- 20 BIRDS OF PREY**
Electronic Arts
- 21 SHUTTLE**
Virgin
- 22 PROFLIGHT**
Hi Soft
- 23 INTERCEPTOR**
Unknown
- 24 FLIGHT SIMULATOR 2**
Sublogic

- 25 KNIGHTS OF THE SKY**
MicroProse
- 26 MIG-29M SUPER FULCRUM**
Domark
- 27 F-29 RETALIATOR**
Ocean
- 28 F-15 STRIKE EAGLE II**
MicroProse
- 29 A-10 TANK KILLER**
Sierra
- 30 MIG-29 FULCRUM**
Domark
- 31 TOWER FRA**
Unknown
- 32 WINGS**
Cinemaware
- 33 SKYCHASE**
Microprose
- 34 F-15 STRIKE EAGLE**
MicroProse
- 35 ATF II**
Digital Integration
- 36 FIGHTER DUEL PRO**
Jaeger Software
- 37 CHUCK YEAGER**
Electronic Arts
- 38 RED BARON**
Dynamix
- 39 STRIKE FORCE HARRIER**
Digital Integration
- 40 BLUE MAX**
Unknown

RACING

- 1 SKIDMARKS**
Acid Software
- 2 LOTUS ESPRIT TURBO CHALL**
Gremlin
- 3 FORMULA ONE GRAND PRIX**
MicroProse
- 4 SUPERCARS 2**
Gremlin
- 5 LOTUS TURBO CHALLENGE II**
Gremlin
- 6 OVERDRIVE**
Team 17
- 7 STUNT CAR RACER**
MicroStyle
- 8 NO SECOND PRIZE**
Thalion
- 9 NITRO**
Psygnosis
- 10 LOTUS III**
Gremlin
- 11 LAMBORGHINI**
Titus
- 12 F17 CHALLENGE**
Team 17
- 13 MICRO MACHINES**
CodeMasters
- 14 JAGUAR XJ220**
Core Design
- 15 HARLEY DAVIDSON**
Mindscape
- 16 F1**
Domark
- 17 VROOM**
Unknown
- 18 BILL ELLIOT'S NASCAR**
GameTek
- 19 CRAZY CARS 3**
Titus
- 20 INDIANAPOLIS 500**
Electronic Arts
- 21 NIGEL MANSELL**
Gremlin
- 22 SUPER MONACO GP**
US Gold
- 23 TEST DRIVE 2**
Accolade
- 24 TOYOTA RALLY**
Gremlin
- 25 COMBO RACER**
Gremlin

26 SUPER OFF ROAD RACER

Virgin

27 SUPER CARS

Gremlin

28 TEAM SUZUKI

Gremlin

29 LOMBARD RAC RALLY

Mandarin

30 SUPER HANG-ON

Activision

31 JUPITER'S MASTERDRIVE

Ubi Soft

32 RVF HONDA

MicroStyle

33 INDY HEAT

The Sales Curve



34 PSYBORG

Loricel

35 4D SPORTS DRIVING

Mindscape

36 OUTRUN EUROPA

US Gold

37 HARD DRIVIN' II

Domark

38 ROAD RASH

Electronic Arts

39 GRAND PRIX CIRCUIT

Unknown

40 TURBO OUTRUN

US Gold

41 HARD DRIVIN'

Domark

42 BADLANDS

Domark

43 PRIME MOVER

Psygnosis

44 THE CYCLES

UbiSoft

45 CHASE HQ II

Ocean

46 POWERDROME

UbiSoft

47 OVERLANDER

Elite

48 TEST DRIVE

Accolade

49 BURNING RUBBER

Ocean

50 RED ZONE

Psygnosis

51 CISCO HEAT

Mirrorsoft

52 RACE DRIVIN'

Domark

53 MOONSHINE RACERS

Millennium

54 FERRARI FORMULA 1

Virgin

55 THE ULTIMATE RIDE

Mindscape

56 HOTROD

Activision

57 GRAND PRIX MASTER

Codemasters

58 CHASE HQ

Ocean

59 HIGHWAY PATROL 2

Infogrames

60 DRIVIN' FORCE

Digital Magic

BEAT'EM-UP

1 MORTAL KOMBAT

Virgin

2 IK+

System 3

3 BODY BLOWS

Team 17

4 PANZA KICK BOXING

Futura

5 TORVAK THE WARRIOR

Core Design

6 BODY BLOWS GALACTIC

Team 17

7 BUDOKAN

Electronic Arts

8 STREETFIGHTER II

US Gold

9 ORIENTAL GAMES

Unknown

10 AFTER THE WAR

Dynamic

11 VIGILANTE

US Gold

12 WRATH OF THE DEMON

Readysoft

13 SHADOW WARRIORS

Ocean

14 FINAL FIGHT

US Gold

15 NINJA WARRIORS

Virgin

16 GOLDEN AXE

Virgin

17 SWORD OF THE SODAN

Activision

18 CHAMBERS OF SHAOLIN

Grandslam

19 METAL MASTERS

Infogrames

20 BLACK TIGER

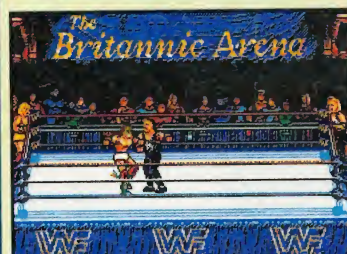
US Gold

21 DARKMAN

Ocean

22 SKULL AND CROSSBONES

Domark



23 DOUBLE DRAGON III

Virgin

24 DYNASTY WARS

US Gold

25 PITFIGHTER

Domark

26 FULL CONTACT

Team 17

27 TMHT

Mirrorsoft

28 DINOWARS

Unknown

29 NIGHTBREED (ARCADE)

Ocean

30 ROGUE TROOPER

Krysalis

31 DOUBLE DRAGON II

Virgin

32 LAST NINJA 2

System 3

33 IVANHOE

Ocean

34 WILD STREETS

Titus

35 DR DOOMS REVENGE

Entertainment International

36 COUGAR FORCE

Tomahawk

37 TURTLES 2/ARCADE GAME

Mirrorsoft

38 DANGEROUS STREETS

Flair

39 WWF II

Ocean

40 TUBE WARRIORS

Dynabyte

STRATEGY

1 SETTLERS

Kompart

2 POWERMONGER + Data Disk

Electronic Arts

3 UTOPIA + Data Disk

Gremlin

4 PERFECT GENERAL

Impressions

5 MEGA LO MANIA

Mirrorsoft

6 POPULOUS II

Electronic Arts

7 CIVILISATION

MicroProse

8 DUNE II

Virgin

9 K240

Gremlin

10 PIRATES! GOLD

MicroProse

11 CAESAR

Impressions

12 SABRE TEAM

Krysalis

13 GLOBAL EFFECT

Electronic Arts

14 DREADNOUGHTS

Turcan Research

15 CAMPAIGN 2

Empire

16 GENGHIS KHAN

Infogrames

17 GENESIA

Mindscape

18 SIM CITY DELUXE

Infogrames

19 SIMCITY + Terrain Editor

Infogrames

20 A-TRAIN

Maxis

21 CAESAR DELUXE

Impressions

22 SUPREMACY

Unknown

23 CELTIC LEGENDS

Ubi Soft

24 GLOBAL DOMINATION

Impressions

25 BANDIT KINGS

Unknown

26 BATTLE ISLE + Data Disk

Blue Byte

27 POPULOUS + Promised Lands

Electronic Arts

28 RAILROAD TYCOON

MicroProse

29 RAGNAROK

Mirage

30 AIRFORCE COMMANDER

Impressions

31 CAMPAIGN + Data Disk

Empire

32 REALMS

Virgin

33 THE PATRICIAN

Daze

34 CENTURION

CCS

35 BREACH 2

Impressions

36 HARPOON + Data Disk

Mirrorsoft

37 MURDER

US Gold

38 LASER SQUAD

Krysalis

39 ROME AD92

Millennium

40 VIKINGS

Thalamus

41 BREACH

Impressions

42 PALADIN

Impressions

43 SIM EARTH

Ocean

44 DEUTEROS

Activision

45 HISTORYLINE 1914-1918

Blue Byte

46 BLUE AND THE GRAY

Impressions

47 SIMANT

Ocean

48 WARLORDS

Unknown

49 1869

Flair

50 GETTYSBURG

Mirrorsoft

51 ARMADA

Mirrorsoft

52 BORODINO

Mirrorsoft

53 MONOPOLY

Unknown

54 WHEN TWO WORLDS WAR

Impressions

55 RISK

Unknown

56 BATTLE CHESS II

Intercom

57 BATTLEMASTER

Unknown

58 MOONBASE

CRL

59 BATTLE CHESS

Electronic Arts

60 LORDS OF CHAOS

DMI

61 BRIGADE COMMANDER

Unknown

62 HILL STREET BLUES

Krysalis

63 AIRFORCE COMMANDER

Impressions

64 KINGMAKER

US Gold

65 AIR BUCKS

Impressions

66 GOLD OF THE AMERICAS

Starbyte

67 HALLS OF MONTEZUMA

74 FORT APACHE

Impressions

75 LIFE AND DEATH

Mindscape

76 INTERCEPTOR

Electronic Arts

77 RED LIGHTNING

SSI

78 CONFLICT EUROPE

Mirrorsoft

79 COHORT

Impressions

80 SEIGEMASTER

CCS

81 STORM ACROSS EUROPE

SSI

82 CONFLICT: MIDDLE EAST

US Gold

83 NAPOLEON I

Impressions

84 AFRIKA KORPS

Impressions

85 BIG BUSINESS

Rainbow Arts

86 RAMPART

Domark

87 MAELSTROM

Empire

88 CASTLES

Electronic Arts

89 CRIME CITY

Impressions

90 'NAM

Domark

91 TRADERS

Unknown

92 NUCLEAR WAR

US Gold

93 CHARGE OF LIGHT BRIGADE

Impressions

94 CASTLES 2

Interplay

95 CHAMPION OF THE RAJ

Mirrorsoft

96 DRAGON FORCE

Phalion

97 OVERRUN

US Gold

98 WATERLOO

Mirrorsoft

99 FIRETEAM 2200

Ubisoft

100 AUSTERLITZ

Mirrorsoft

ARCADE STRATEGY

1 CANNON FODDER

Virgin

2 FRONTIER - ELITE 2

Gametek

3 LIBERATION

Mindscape

4 ELITE

Rainbird

5 SYNDICATE

Electronic Arts

6 SPACE HULK

Electronic Arts

7 ARMOUR-GEDDON

Psygnosis

8 DYNABLASTER

VBI

9 THE KILLING CLOUD

Mirrorsoft

10 HEIMDALL 2

Core Design

11 FLAMES OF FREEDOM

MicroProse

12 HIRED GUNS

Psygnosis

13 STARGLIDER 2

Rainbird

14 THEATRE OF DEATH

Psygnosis

15 STORM MASTER

Silmarils

16 SPECIAL FORCES

MicroProse

17 NORTH AND SOUTH

Infogrames

18 WAR IN THE GULF

Empire

19 PIRATES

US Gold

20 TRANSARCTICA

Silmarils

21 INTERPHASE

Mirrorsoft

22 DRAGON'S BREATH

Palace

23 MIDWINTER

MicroProse

24 IRON LORD

Ubisoft

25 MILLENIUM 2.2

Activision

26 DAMOCLES + Mission Disk

Novagen

27 COVERT ACTION

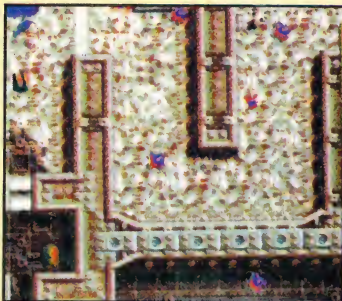
MicroProse

28 VOYAGE BEYOND

Unknown

29 LORDS OF THE RISING SUN

Cinemaware



30 ROBIN HOOD

Millennium

31 ANCIENT ART/WAR IN SKIES

MicroProse

32 NARCO POLICE

Dynamix

33 STAR CONTROL

Unknown

34 TEAM YANKEE

Empire

35 MOONFALL

Hewson

36 TIME MACHINE

Activision

37 MAGIC FLY

Activision

38 PACIFIC ISLANDS

Empire

39 CYTRON

Psygnosis

40 STRIKE FLEET

Electronic Arts

41 STARFLIGHT

SSI

42 SPACE ROGUE

Unknown

43 RULES OF ENGAGEMENT

Impressions

44 ARMOUR-GEDDON II

Psygnosis

45 MAGIC GARDENS

Electronic Zoo

46 ECO PHANTOM

Elec Zoo

47 VOLFIED

Empire

48 AIR SUPPORT

Psygnosis

49 SWORDS AND GALLEONS

Silver

50 D-DAY

US Gold

PLATFORM

1 JAMES POND 3

Millennium

2 FLASHBACK

US Gold

3 SOCCER KID

Krisalis

4 SUPERFROG

Team 17

5 NAUGHTY ONES

Kompart

6 ZOOL

Gremlin



7 THE ADDAMS FAMILY

Ocean

8 ASSASSIN '94

Team 17

9 ASSASSIN

Team 17

10 PREMIERE

Core Design

11 GODS

Renegade

12 FURY OF THE FURRIES

Mindscape

13 ZOOL 2

Gremlin

14 RAINBOW ISLANDS

Ocean

15 DONK

Supervision

16 PARASOL STARS

Ocean

17 FIRE & ICE

Renegade

18 ROBOCOD

Millennium

19 PUGGSY

Psygnosis

20 LEANDER

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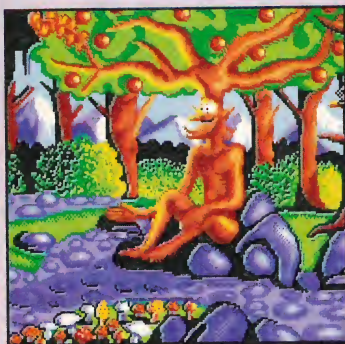
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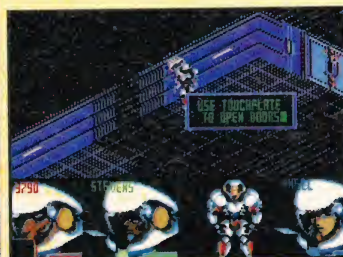
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The reader survey verdict isn't in on the 'leagues yet, so rest assured they'll be here again next month. Hurrah!

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Wanted "Operation Spruance" (US destroyer simulation) for Amiga. name your price or will swap. Call Den burch on 0304 364446. A500 for sale with half meg upgrade, mouse, joystick and loads of full price games £110. Star LC-200 colour printer £200. Both together £250. Phone James Marsden on 0883 713362.

Amiga 500+, also 20 Meg hard drive with 2 Meg RAM. Will guarantee equipment £295 ono. For details phone Tye on 0279 626314. Wanted: cheap software for A600. Send disks/lists/info to Wayne Toal, Flat 29, Jubilee Court, Furnival Street, Reddish, Stockport, Cheshire, SK5 6NF.

Disk full of over 500 cheats, only £2, 100% reply. Also need contacts. Send lists and disks to Gregor Paterson, 52 Main Road, fenwick, Ayrshire, Scotland, KA3 6AL. A500 1 Meg, leads, manuals etc. plus around £500 worth of latest games, magazines and demos, as well as mouse and joystick £250 ono. Phone Johnny no name on 0308 420556.

Mega Drive - converted. 14 games including FIFA Soccer, Road Rash 2, John Madden 92, over £200 of magazines, Worth over £650, sell for £200 or nearest offer. Phone Richard on 0943 609712.

Swap: Leisure Suit Larry V for KGB. Still boxed, hardly used like new. Write to Alex Wood, 37 Ullswater Street, Leigh, Lancs., WN7 4DZ.

Amiga contacts wanted worldwide except for people in Bloxwich. So please send all your lists and disks to this address. Write to Malcolm Cluett, 253 Griffiths Drive, Ashmore Park, Wednesfield, Wolverhampton, West Midlands, WV11 2JT.

For sale: Amiga 500, 1 Meg, 3 joysticks, power pack, TV modulator, all leads, top class software including Monkey Island II, Frontier, Historyline and more. All this for just £260 ono. Phone Damian Davenport on 081 868 0585.

Amiga 1200 contacts wanted, 100% reply. send list or disk. No disk thieves please. Up to date games to swap. write to Robert Jhon Smith, 14D Cornwell St. Flats, Devonport, Plymouth, Devon, PL1 4NY. I would like to sell two games. One is The Chaos Engine and the other is Leander. I will sell them for £15 and £10 respectively. Also has anyone joined the Home Computer Club? If you have, please ring Richard Jenkins on 0727 825328.

For sale: over 200 Amiga games from £3 incl. Alien Breed, Birds of Prey, Champ Manager 93, Chaos Engine, Crazy Cars 3, Epic, EOB, Graham Taylor's, Gunship, Indy LC, Man Utd. Europe, M1 Tank, Powermonger, Premier Manager, SOB 1-3, Robocop 1-3, Wings of Fury, Zool and loads of others. Send SAE to A. Burgess, Bognor Regis Col, The Dome, Upper Bognor Road, Bognor Regis, West Sussex, PO21 1HR. Wanted: Omniplay stableowners disk. Good price paid. Phone Alan Kelly on 051 922 9986 (day).

Wanted S.S.I.'s Second Front by Gary Grigsby. I'll pay a top price or swap. Contact Adam Goodram, 195 Long Lane, Darcy Lever, Bolton, BL2 6EX.

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Wanted: Penpals. I am 13. Would like male or female aged 12 to 14. Must like Amigas and want to talk about what has happened to them. 100% reply guaranteed. Write to Curtis Beames, 3 The Spinney, Rowner, Gosport, Hampshire.

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Amiga 1200 boxed as new with ten (10) games, Skidmarks, Settlers, Cannon Fodder, Syndicate, £400 ono. Phone Richard Hughes on 0532 744721.

Amiga, big amount of games to swap. Phone Dom Thornton on 0424 441683.

Wanna swap hot stuffs on A1200/500. Send disks to Eric Brachet, 13 Rue Gounod, 62160 Bully-les-Mines, France.

PD contacts wanted for new PD library. Send lists or disks. Will be much appreciated. Send to Kieran Parsons, 42 Lockley Rd., Wilne Cote, Tamworth, Staffs, B77 5EE. Amiga 500, mouse, joystick, 23 games, Workbench 1.3, Deluxe Paint 2, bargain £150. Phone Adam on 0203 347985.

For sale: Striker, A-Train and A-Train cons set for £30. Contact Ben on 0332 519873. Please please please etc. could someone out there send me the solution to Ween. Write to Chris Bilsborough, 16 Gainsborough Avenue, Lostock Hall, Preston, Lancs., PR5 5UG.

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Phone Sean O'Keefe on 0959 561651. For sale: Winter Olympics £15, Dune II £14, Combat Air Patrol, Reach for Skies £12 each, A320, Sports Masters, Zool (A1200) £10 each, Wing Commander £8, Lotus II £5. All boxed originals. Phone Shaun Roche on 0932 787821.

For sale: A600 HD, mouse, 2 joysticks, over 100 games, including Mortal Kombat, Striker, etc. etc. Lots of mags, external drive, Workbench 2.0 and manuals. All boxed for only £500 ono. Phone Aftab Azim on 081 558 2093 after 6PM.

Wanted: contact with Amiga musicians & graphicicians. If you are interested in doing some graphics or music for my forthcoming games write to me and maybe we'll become rich and famous. Contact Michael Lyons, 9 Glencourse Road, Widnes, Cheshire, WA8 9JE.

Amiga contacts wanted, any Amiga. Also PD contacts. Send lists to Chris Fletcher, 31 Atkinson Crescent, Carlisle, Cumbria, CA1 3DH.

Wanted desperately, Emlyn Hughes International Soccer. Will pay £15 for it. Must be in good condition and for the Amiga 600. Phone Andrew Dowling on 0352

710722.

Wanted: Amiga contacts, 100% reply. Send lists to Nik Reed, 20 Mill Road, Dinas Powys, S. Glam., CF64 4BU.

Sale/swap: Premier Manager 2, Settlers, Champ Manager 93, Syndicate, Simon the Sorcerer, Dune 2, Frontier, Civilisation, Curse of Enchantia, Indy Last Crusade, Pinball Fantasies, Wing Commander, Legend of Valour, EOB, KGB, Cosmic Spacehead, Sleepwalker, Qwak, Rainbow Islands, Campaign, Graham Taylor. Phone Phillip Cox on 0267 231126.

Swap: A1200 Dennis, Oscar, Syndicate, for Settlers, Cannon Fodder, Sim City Deluxe. Must be A1200 compatible. Ring Dave on 0538 723686.

For sale: 1 Meg A500 with mouse and mat, joysticks, 2 disk box with key, over 50 games inc. Body Blows, STF 2, Zool 2 and blank disks, all for only £265 ono. Phone Michel Dindoyal on 081 807 4038.

Swap: Frontier (Elite 2) for either Dune 2, Soccer Kid, Brutal Sports Football or The Settlers. Swap Oscar (A1200) for either Lost Vikings, Syndicate data disk or Overdrive. Other offers considered. Write to Mr. C. Lam, 15 Back Hamlet, Ipswich, Suffolk, IP3 8AH. Wanted: to buy/swap Amiga games. Send lists to Ian, 84 Goodthorpe, Selby, YO8, OHA.

For sale: Amiga 500+, external drive, original box and games + 12 boxed top title games like Cannon Fodder, Mortal Kombat, Championship Manager 93 and Italia, Body Blows, Lotus II and III, Jaguar XJ220, Sensible Soccer V1.1, Humans, WWF and Covert Action, £300 ono. Phone Robert Paskes on 0773 830698.

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For sale: Dark Seed plus hints book, £10 ono. Phone Martin O' Brien on 0506 844338.

Amiga contacts wanted to swap games. Please enclose your list with your letter, 101%. Fast and reliable. Contact Stephen Himsworth, 242 Overdale Road, Park End, Middlesbrough, Cleveland, TS3 0BU.

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For sale: Amiga 500 1 Meg with mouse, all leads and a number of original games. Computer still in original box and complete with manuals. Will sell for £100 ono. Phone Andy Smythe on 0780 720187.

For sale: Amiga games, progs, backups. Phone Rob Franken on Holland, 045 222576.

For sale: Amiga games - Mortal Kombat and Flashback for £14.99 each, Body Blows, Nigel Mansells World Championships, Streetfighter 2 and Another World for £9.99 each, Robocop and Guy Spy for £7.99 each and Supercars for £4.99. Phone Daniel on 0749 342907.

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Will swap Streetfighter 2, Battlehawks, Blues Brothers and Epic for Sim City, Premier Manager 2, Skidmarks and any basketball game. Phone Daniel Tasker on 0754 760441.

Want games? Want them now? Yeh? Then contact Zool or Tony, 63 Avondale Rd., Edgeley, Stockport, SK3 9NY. 100% reply. You know it makes sense.

This is an advert for a PD library with a difference. It is ARMFUL NOISE. What's the difference then? you might say. Well our library is only going to have music demos and samples in it. Unfortunately we haven't got enough material to go public yet, so send your lists of music, demos and samples to Andy Halford, c/o Armful Noise, 76 Mather Road, Oxtou, Birkenhead, Merseyside, L43 1TS. CDTV software wanted: Sherlock Holmes Consulting detective and Timetable of Science and Innovation. Particularly good titles only! Phone Scott Clarke on 0926 59943.

Amiga contacts wanted. send list/disks to Tony, 123 Brookvale Park Road, Erdington, Birmingham, B23 7TN.

Hi lads, My name's Collette and I'd like to correspond with some male Amiga gamesplayers. Playing on your own can get lonely sometimes so get scribbling. Please send photo if poss to Collette Taurus Box 095, c/o Amiga Action, Europa House Adlington, SK10 4NP.

I will swap my GameGear with 5 games and AC adaptor worth over £150 for your Amiga 600. I'll even throw in a CBM 128 and over £250 worth of games plus over 100 mags!! What are you waiting for? Contact me now!! Write to Douglas Hamilton Jnr., 26 Hutton Green, Stenton, Glenrothes, Fife, KY7 4SD. Please will somebody contact me. Send all disks/lists for contact and 200% reply to Alex Hanrahan, Abbey Dule, Parkrise, Dore, S17 3PE. Don't blame us if this is wrong, your handwriting is an absolute disgrace.

Amiga contacts wanted, 100% reply. Send list to Michell, Jr. Condores 318, URB. San Jose, Bellavista - Callao, Peru.

Need to convert Commodore 8032 disks to IBM. Will give five 8032 computers, printers etc., for help. Write to Richard Iannuzzo, PO Box 4037, Fresno, CA, 93744, USA.

Amiga games for sale - Gamepack II (SWIV, Ultimate Golf, Gunship, Toyota GT Rally, Gazza 2, Test Drive 2) £25, Super Fighter

SHOP

Pack (WWF, Pit fighter, Final Fight) £20, Football Manager, International Soccer, Microprose Soccer, Man U. Football Club, Nightbreed, Days Thunder + Prince of Persia, only £5 each. Phone Robert Goodson on 0263 825083.

Wanted: Eye of Beholder I + II. Swap: Bane of Cosmic Forge, Premier Manager + PM II, Goblins II. Phone James Hawkins on 0256 64903.

Man Utd. Premier League Championships - £12, European Champions - £10, Combat Classics 2 - £15. All boxed as new. Also wanted: European Football Champ (Domark). Phone Mr. T. Wilson on 0773 591074 (between 4PM and 6PM).

Female penpals wanted. Write about life, games, Amiga. 100% reply. Write to B. Murphy, c/o Miller, 25F, Pine Crescent, Johnstone, Renfrewshire, Scotland, PA5 0BX.

Amiga contacts wanted. Send list/disks to Steve Seymour, 91 Stubbington Avenue, North End, Portsmouth, PO2 0JD.

For sale: The Settlers, Dune, Premier Manager 2, European Champions, Microprose, Formula One Grand Prix, plus lots of others. For full list and prices ring Gary Fiorde on 0202 423879.

I will sell: Body Blows, Wolfchild, James Pond II, £10 each, Back to the Future 2, Days of Thunder and Golden Axe, £3.50, or Swap Body Blows for Superfrog, Mortal Kombat and any 2 games for Speedball 2, Parasol Stars, Pinball Dreams. Write to Avis Williams, 229 Noel Road, West Acton, London, W3 0JL.

CD32 for sale, top games, Zool, Liberation, £300 ono, or swap for A1200 + games pref incl Macroprose Grand Prix. Phone Stephen Tounyton on 0482 704763.

Will pay reasonable price for Lemmings 2, Indy FOA, Lotus Trilogy, Monkey Island 1+2. I also want to sell or swap Mega lo mania and Lemmings. Write to James Knapp, 1 Windard Terrace, Sourton, Okehampton, Devon, EX20 4HL.

Two blistering state of the art joysticks, £12 each, Silly Putty £15, Alien Breed '92 £7. Phone Klaus Howard on 0206 576300.

Wanted: dust cover for a1200 + monitor. Also Microcosm on CD32 + CD32 contacts and A1200 contacts + 500/600 contacts for games to swap + sale, any other Amiga accessories and anything you might like to swap or sell. (Worldwide 100% reply). Write to Mac, 13 Russell Terrace, Mundesley, Norfolk, NR11 8JL.

Hello there!! I need some help. I'm starting a new disk magazine and I need you people out there to send stuff to be put in the magazine. For more info or to send stuff, write to Matt Fisher, 25 Harbeck Avenue, Great Barr, Birmingham, B44 8RN.

Wanted: Flashback or Another World. Will swap for Body Blows. Write to James Vince, 17 Addington Road, Trimley St. Mary, Ipswich, IP10 0UQ.

Amiga games for sale. For a list send a SAE to Peter Ecclestone, 4 Central Street, Mount Pleasant, Mow Cop, Stoke-on-Trent, ST7 4NZ.

Amiga 600 2MB boxed including Cannon Fodder, Gunship 2000, Chaos Engine, Monkey Island 2, No Second Prize, Amos Pro Stereo Master Sampler plus Trackers, Zydec mouse, Scart TV cable, 100's of coverdisks, including Imagine 2. Will separate. Offers. Phone David Mitchell on 0865 873079 (evenings only).

Sell (or swap): Chaos Engine, Ryder Cup AGA, Soccer Kid, Desert Strike, Lemmings 2, Gooch (both), Brutal Sports and others. All A1200 compatible, nothing over £15. Write to Mr. D. Wood, 42 St. Hughes Avenue, Cleethorpes, DN35 8EB.

Atari STE 1MB, two joysticks, loads of games, sell for £130. Amiga Frontier, Indy IV £15 each. Phone Rob on 0633 880783. Gamegear, 8 games, case and adaptor. Games include Sonic 2, Sensible Soccer, Mortal Kombat, Chakan and Lemmings. Will swap for Amiga compatible monitor or sell for £140. Phone Gareth Gibbins on 0742 884841.

Amiga 500, 1 Meg for sale. Boxed, upgraded for use with A570, with games, mouse etc. £250 ono. Plus A570 for sale, plays CDTV etc, £80 ono. Phone Matthew Melbourne on 081 898 1317.

For sale: Baal, Ballistix, Menace £5. Swap: Shadowlands, Strategy Masters Compilation, Elvira 1 or 2 for Legend of Kyrandia, Lure of Temptress, Darkmere or Settlers, originals only. Write to Martyn Hawker, 25 Winchester Road, New Milton, Hants., BH25 5EB.

Premier PD for the Amiga. All the latest and greatest PD around. Only 70p per disk! Send SAE and disk for list and free software to Premier PD, Flat 1/1, 126 Burnhouse Street, Maryhill, Glasgow, G20 8AP. Do it now! Will swap Body Blows for either Sim Ant, C-Fodder, Syndicate or will pay £10 each. Phone Dale Hartless on 0993 771952.

Amiga CD32 for sale. Boxed, excellent condition, hardly used with 5 games, £260 or VNO. Genuine reasons forces a reluctant sale. Phone Miss F. McIntyre on 0602 326817 (Derby/ Nottm area).

Sell/swap: Robocop III, Epic, Wing Commander, Monster Pack II, Sensible Soccer, Sleepwalker (A1200), Action Replay III. Swap for any good games. Write to Chris Owen, 3 The Steadings, Wootton Bassett, Swindon, Wiltshire, SN4 8BD.

I will swap Premier Manager 2, Body Blows and Championship Manager Italia for Settlers, Soccer, K10 and Lost Vikings or for £7.50 to £17. All are boxed. Phone D. Howard on 0709 379332.

Cheat compilation V2.2 - the ultimate cheat disk. Thousands of cheats, hints, level codes, Action Replay codes covering over 1000 games. Probably the largest cheat disk available anywhere. For your copy send £4 to R. Blewitt, 14 Ashley Drive, Banstead, Surrey, SM7 2AG.

Amiga 600 2MB RAM, mouse, joystick. Still under guarantee and boxed with all manuals and Workbench. Lots of new boxed original games, eg. Champ. Man. 93/94, Champ Man Italia, Alien Breed 92, Desert Strike etc., £220 ono. Phone Robert Peters on 0226 764631.

For sale: Pinball Dreams, Pinball Fantasies, Goal, Dark Seed, Sensible Soccer 1.1, Sabre Team, Sword of Aragon £8 each. Brutal Sports Football, Settlers, King Maker £10 each. All originals or will swap for Cannon Fodder and Turrican 3. Phone Mr. P. Hooper on 0733 236072.

Have Syndicate, Hunter, SWIV, Robocop 3, Speedball 2, Stunt Car Racer, Pinball Dreams, Prince of Persia, Corporation, New Zealand Story, Legend. Want 1869, Ashes of Empire, Bat II, Cybercon 3, Deuterios, Exile, Sentinel, History Line, Gold of the Aztecs, Nebulus, Sim City, Deluxe, Ishar 2,

Tower of Babel, D/Generation, Elite, Space Crusade, Hired Guns, Spin Dizzy Worlds, Space Hulk. Phone Allan Brown on 071 793 1185.

Are you stuck on any of your Amiga games? I have disks containing cheats, tips, A.R. codes and level codes. Excellent value at £3 for my complete disk which works on any Amiga. Postage and packing included. Write to Robie Wallace, 120 Claremont, Alcoa, FK10 2EG.

Amiga contacts wanted. Please write to Paul, 3 Boulton Close, Linacre Woods, Chesterfield, Derbyshire, S40 4XJ. 100% reply.

For sale: A500+, original box, manuals, games plus external disk drive, over £270 worth of top title new games for £250 ono. Games include Cannon Fodder, Mortal Kombat, Championship Manager 93 and Italia and many more. Also 3 joysticks and mouse. All leads include. Phone Robert on 0773 830698.

Mega CD 2+ Mega Drive, with 2 control pads, 3 Mega Drive games and 1 Mega CD game £250 ono. Amiga 600HD Epic Pack with 64 MB Hard Drive. Games: Striker, Zool, Rome AD, Myth, Pinball Dreams, Transwrite and D-Paint 3 [unwanted Christmas presents] £275 ono. Phone Adam on 0442 245723.

If you're interested in Amiga video work/ 'serious' software or are just an avid gamer then get in contact! I would like to swap ideas and theories (or just disks). Also I need a copy of Protekt V5.5. Write to Julien Lecoœur, 60 Barclay Road, London, SW6 1EH. Live long and prosper folks.

Swap Desert Strike, KGB, Madden Football, Midwinter 1+2 for DTP package or Piant Deluxe 4. If interested, details to Dave, 29 Norman Road, Luton, LU3 1JZ.

For sale: A500+ with over £200 original software including Lemmings 1+2, a good word processor, database, spreadsheet, new mouse and joystick, colour VGA monitor, colour 24 pin dot matrix printer, £406 ono. A complete stand included. Will split. Call Oliver on 081 954 0425 (evenings).

Swap: A1200 or CD32 for my Mega Drive or SNES with five games. Games include SFI Turbo, Mario All Stars and Sonic 2. Write to Sunny, 11 Prestwick Court, Baird Avenue, Southall, UR1 3LZ.

Attention, new PD library. Send disk ans SAE for catalogue or 75p. All Assassin games from 1-147 in stock, utils, demos etc. Also new progs wanted. All disks only 90p each + 70p towards postage. Write to G. Jones, 102 Manchester Road, Carrington, Manchester, M31 4BD.

For sale: Amiga 1200 with 120 mg hard disk, work station, external disk drive, Analog joystick, 2 Navigator Joysticks, 8 months guarantee, with software, all boxed £450. Nordmende TV/monitor £80 or if sold with computer, £50. Phone Mr. G. White on 0603 622834.

Cheap games for sale. Originals, boxed + manuals. Soccer Kid, Chaos Engine, Enchantia, War Zone, Hybris, Battle Squadron, Micromachines, Assassin, First Samurai, Super Space Invaders, Project X, plus many more. Phone Chris on 0742 432143.

Swap WWF Euro Tour, Carl Lewis Challenge, Toobin, Cavemania, for Settlers, Striker, Winter Games, Speedball II, Man Utd. League Champs. I also have Ski or Die +

Golden Axe. Write to Neil Bennett, Little Lane End, Tallebury, Heedcorn, Nr. Ashford, TN27 9JU.

A1200 contacts wanted, 101% reply. Send lists and disks to Shaun Smith, 89 York Street, The Wishing Well, Heywood, Lancs., OL10 4NS.

I am selling John Madden's Football and 3D Construction Kit 2. I am selling John Madden's for £10 and 3D Construction Kit for £30. Buy both and get a free 1 Meg upgrade (costs 38 separately). All boxed. Phone Joe Moores on 0273 307718.

Amiga A500 1MB with external 3.5" drive, external speakers, large selection of boxed software, mouse, joystick and manuals. Excellent condition, £200. At once plus PC emulator for the Amiga 500/500+, £50. Phone Mr. K. Hughes, 117 South Crockerford, Vange, Basildon, Essex, SS16 4JD.

Swap Sim City Deluxe, Nascar, F16 Combat Pilot, RAC Lombard Rally. Wanted Tennis Cup 2, Graham Gooch Cricket 1st and 2nd Innings. Will split. Phone Chris on 0405 862430 (after 4.30 PM).

Amiga contacts wanted. Send list or disk for reply. 100% answer to all. Write to Tommy M. Olsen, Gannes, 9130 Hansnes, Norway. Contacts wanted! 2000% eply. Reply other day. Anyone welcome. Worldwide contacts also. Send disks and lists to Martijn Schwillens, Hermelynkwarnt, 57 5431, KJ Cuyk, Yd, Maas, Holland, Hear from you!!!

For sale: Stardust £10, EOB £10, Abandoned Places II £13, The Immortal £8, Putty £7. Phone Connor on 0762 331877. Who on this goddamn island has Monkey Island II, Indy II (adv), P. Manager II, J. Park (AGA) or/amd L. of Kyrandia for me. I'll buy or swap for it. I've also an A1200 for sale. Write to Martijn Reuvers, Klaproosmeen y2, 3844 PH, Harderwijls, Holland.

Swap Desert Strike, Civilisation, Frontier, KGB, EOB 1/2, Champ Man 93/94, Dune 2, Knightmare, Kyrandia, M. Kombat, Celtic Legends, Premier Man 1/2, Captive, Cadaver, Lemmings. Wanted Man Utd League, K240 + UFO, Settlers, S.Soccer 2, Sierra Soccer, Fury Furries, When 2 Worlds War, A-Train, Caesar/Delux, Uniwarrior, Platform games, P. General. Hard drive wanted. Phone Ryan Hooper on 0269 597380.

Amiga contacts wanted. Latest games, fast and reliable, 100% reply. Lists to John Gallacher, 51C Whiteford Avenue, Dumbarton, 682 35N.

Supra 2400 modem, £45 including postage. Write to Anthony Page, 126 Kings Cote, Yate, Bristol, BS17 4YG. Great for down loading PD.

Amiga contacts wanted, 100% reply, 100% reliable. Send list/disks to Gary Brierley, 59 Watkin Street, Rochdale, Lancs, OL16 4UJ.

Wanted, contax on Amiga! send your disk lists or lists to Simon, 142 Houghton Road, Carlisle, Cumbria, CA3 0LD.

Amiga 500 1MB memory, boxed as new, includes joystick, mouse, disk box, external disk drive, TV adaptor, high power box, approx 100 games, including word processing packages, instruction manuals, magazines, etc. Also Epson FX-800 printer. Everything good condition, £300. Phone Andrew on Ipswich (0473) 681711.

For sale: Game Gear plus 8 games including Sonic 2 and Super Off Road £140 ono. Phone Sam on 081 530 4997.

SWAP SHOP

Wanted: Amiga contacts worldwide to swap all sorts of programs. Send disks and lists to Martijn Schwillens, Hermelijn-Kwartier, 54, 5431, KJ CUIJK, Holland. Not Beginners!!! Also sell games (£1).
Sell or swap: Back to the Future 2, days of Thunder, Shadow of the Beast 2, The Manager, Road Rash, plus more. Also any PDs wanted. Tel Simon on 0237 441 583.
 Will swap Streetfighter II, Sleepwalker or Back to the Future II for Dune II or Police Quest. Phone William Melrose on 0334 56608.

Contacts wanted, send disks/lists to: Kim Daniel Arthur, Brox VN 1A, 9020 Tromsødal, Norway.

Amiga contacts wanted to swap games, utils, hints and tips. Write to Paul, 22 Atlantic Crescent, Sennen, Penzance, Cornwall, TR19 7AS.

Hi folks. You want an Amiga contact? Look no further. I am the man you seek. Send disk lists to Adey Doyle, 26 Alder Place, Greenhills, East Kilbride, Glasgow, G75 9HP.
Selling: Monkey Island, Humans and Wolfchild, £10 each or swap for Monkey Island 2 or Beneath a Steel Sky, Overdrive £15 each, Addams Family, Hook £8 each or swap for Jurassic park or Simon the Sorcerer. Phone Rob on 0905 773352.
 Want penpal contact aged 11/12 years. Must have more than 10 games. Contact Michael Plowman, 24 Hoddesdon, Herts., EN11 9PU.

I am willing to swap Nigel Mansell's AGA, Striker or Zool, all original and boxed with instructions etc. for Cannon Fodder or Settlers. Or the lot for £25. Phone Stuart McDonald on 091 2145610.

A1200 owner needs cheap games and contacts. Write to me! C. Evans, 13 Lower Paxton Road, St. Albans, AL1 1PG.

To swap Streetfighter II or Championship Manager 93 for Historyline 1914/1918, Storm Master or Elite. All games boxed and manuals. Phone Mr. A. Moores on 0302 882915.

Selling Body Blows, Pinball Fantasies, Lotus 3, Street Fighter 2, Baseball, Games Espania, Simpsons, Deluxe Paint 3, BTTF 3. Prices range from £3 to £12. Phone Benjamin Beckwith on 081 886 7538.

Action Replay Mk 3 for sale, £50. Also games wanted. Please contact me with lists. + Mega Drive games for sale including Sonic 2, Menacer, Tazmania & Wrestlemania. Write to Mr. C.S. Dodd, 46 Ryhill Way, Earley, Reading, RG6 4AZ.

Aussie seeks contacts. Send list to C. Martin, PO Box E84, Queen Victoria Terrace, ACT 2600 Australia. All letters answered.

Swap my Alien Breed II or Skidmarks for: Jurassic Park, The Settlers or Disposable Hero, One for One, boxed originals (A500/A600). Hi to Lou. Write to Elliot James, 38 Kingston Close, Street, Somerset, BA16 0DD.

Selling Premier Manager, Walker, Lotus 3, Wizkid for £10. G-Loc and Smash TV £6. Phone Simon Silver on 0707 662051.

Amiga contacts wanted! All letters answered. All disks returned. Guaranteed!! Send lists, disks and letters to Dave Allport, 32 Low Ash Avenue, Wrore, Shipley, BD18 1JJ.

Amiga 1200, Commodore 1940 monitor, 4 Meg expansion in Trap Door Wordsworth 2, D Paint 4 for sale, £600 ono. Some games. Phone Alan Williams on 0483 728869.

Sell: Sensible Soccer (92/93) £15, Chaos Engine £15, Super Space Invaders £8, Action Replay Mk III £20. Tel: Ryan on 0980 652864.

AMOS contacts wanted. Are you an AMOS

user? Please contact me, Paul Gumsley, 5 Lockton Road, Whitby, Yorkshire, 100% reply.

Buying CD32 forces sale of A500 1 Meg and all my games. Top names including Kyrandia, Enchantia, football and flight sims. A500 still boxed with all attachments. Offers around £250. Phone Andrew Nash on 0932 351626.

Swap: Monkey Island 1 or 2, Pinball Fantasies (A1200), Legend, for Graham Gooch, Reach for the Skies or Settlers. Phone James Hardy on 0742 862658.

Wanted: Champ. Manager 93 and data disk of 94. If you have one or the other phone Mark Simpson on 0202 427945 (good money).

Wanted: A600 with Workbench and manual. Will pay £100. May consider A1200. Phone Mr. K.D. Grant on 0250 875108.

Will swap: Prem Manager 2, Monkey Island 2, Kick Off 2, WWF Rampage, Batman, for Indy Fate of Atlantis adventure game. Phone Andrew Lawton on 0642 473530.

Games wanted: Colditz and Outrun for A600 originals only. Send lists/details to Ian Humphrey, 11 Bridle Lane, Off Lowes Hill, Ripley, Derbyshire, DE5 3LX.

I would like to buy Ancient Art of War in the Skies or swap for it. I will swap it for Reach for the Skies, Zool, Pitfighter, or Navy Seals. Write to Patrick Ryan, Gurrin Dearg House, Bishopstown, Co. Cork, Ireland.

Amiga public domain contacts wanted, 100% reply. Send disks or lists to Soencer Jarvis, 44 Brampton Close, Corringham, Essex, SS17 7NL.

For sale: A600 1Meg upgrade, ext. drive and software and extra manuals, £300 ono. Phone Mr. L. Folan on 0727 843868.

JUK1 6100 daisy wheel printer, scruffy casing but good quality printouts. Ideal for letters, £65. Reliable printer. Phone Karl Williams on 0341 49677.

For sale: Amiga 500, external disk drive, two mice, two joysticks and games. Everything boxed, £200. Phone Matthew Carr on 091 372 1699.

Wanted: Amiga contacts worldwide, 100% reply. Lists/disks to Steve Morgan, 8 Porthdafarch Rd., Holyhead, Gwynedd, LL65 2RS.

Amiga penpals swap games/chat everyone has a reply. Send to Stuart Evans, 2 Cae Gabriel, Penycae, Wrexham, Clwyd, LL14 2PH.

Swap: Champ Manager 94 and Striker for any good football game, especially Man Utd. Premier League Champs. Phone Mark Fitton on 061 724 8471.

Urgently wanted: programs, demos, utils., AMOS, clip-art, anims and games. New PD library starting up and going public. All enquiries to Tim Bannister, 64 Broadway, Abington, Northampton, NN1 4SQ.

Amiga 600 for sale, 1 year old with Deluxe Paint III, Prem Manager, Silly Putty, Grand Prix, Push Over, £155. Phone Michael Coates on 0765 635242.

For some latest games like Settlers, phone John McGillivray on 0324 715884.

Offers Frontier Elite 2. Wants Premier Manager 2 or Arcade Pool. Write to Paul Maddams, 609 Barking Road, Plaistow, London, E13 9EZ.

A1200 contacts wanted, 100% reply. Send list or disks to Dave Anderson, 15 Kilbride Pl., Whitfield, Dundee, DD4 0JN.

Swap: Striker, Soccer Kid, John Madden, Zool, Pushover for Sensible Soccer 93, Tennis Tour 2, Syndicate, Desert Strike. Phone Johnathan on 081 459 6765.

Amiga contacts wanted 100% reply. Write to John Chapman, 13 Grange Close, Peterlee Co. Durham, SR8 5JT

Swap or sell Joe and Mac Caveman Ninja, Sword of Sodan and F1GP. Ring 0440 786228 and ask for Jacob

Wanted the Settlers, good price paid or swap Knightmare(unused) and Fury of the Furies as new. Phone 0602 384484

For sale, CDTV, keyboard, mouse, joystick, disk drive, various A500+ games, CD software. I have all the manuals. £250 ono or will part exchange for an A1200 with hard drive. 0203 644506

Swap Premier Manager and Merics for Soccer Kid, Settlers, Skidmarks or Fury of the Furies. Other recent releases considered. Mr C Lan, 15 back Hamlet, Ipswich, Suffolk, IP3 8AH

A500 contacts wanted. Please send lists/disks to Guy Payne, 54 oakbook, New Addington, Croydon, Surrey, CR0 9EB

Will swap Robocod and F15 Strike Eagle 2 for Formula One Grand Prix or Gunship 2000. Ben Robertson, 117 Crosshall Road, Eaton Ford, St. Neots, Cambs, PE19 3AB

Will anyone swap me Secret Silver Blades and Death Knights Krynin and Infocom adventures ring 0933 228893

HAve Jurassic Park 1200, Sleepwalker 1200, Civilisation 1200, Trolls 1200, Superfrog, A-Train, Amos 1.34, Nigel Mansell 1200. Want Monopoly, Simon Sorcerer 1200, Heroquest 2, Soccer Kid, Dark Seed, K240, Waxworks, Pagesetter 3.

Mark Saunders, Villa Nova, High St. Godshill, Isle of Wight, PO38 JH2

Swap Elite 2, Space Hulk, F15 II, want Settlers, Desert Strike, War in the Gulf, Blue and Grey. 0602 819770

Will swap Mega Drive, 6 games inc Street Fighter 2, Aladdin, 2 pads, Amiga 500, 600. Contact Louis, Pitchforth 0924 822677

Amiga 500, 1 meg of ram, 20 meg hard drive, sampler, joystick and great selection of software. Phone Dave on 0993 881779

Swap SNES Mario Kart for Amiga Skidmarks or Cool Spot, 2 Barton Bridge Close, Raglan, Gwent, NP23 2JW

Amiga 500 for sale includes 2 Meg, Action Replay cartridge, software and joystick. Sell for £180, will split. Phone Richard 021 742 2234

Penpal wanted A1200 owner, male 103% reply and country male or female. Respekt. 39 Wensley Rd. Leeds 7 LS7 2LS

Amiga games for sale Skidmarks, Overdrive, Kyrandia, Motorhead, SEUCK, £50 the lot (not boxed) contact 0634 574402

I want to swap Desert Strike or Obtus for Flashback, Cannon Fodder or Sabre Team. Want to buy R.F.T.Skies. Pay no more than £10. Also buying Gameboy games, want contacts too! Selling flight joystick. Write to Kjetil Holt, Vestbyveien 74, 1914 Ytre Enebakk, Norway

Amiga contacts wanted especially guys to help this 23 year old damsel in distress understand her new Amiga more! Perhaps we can swap games and ideas, maybe even a photo of yourself to Dena Vaughan, 20 Hawarden Ave, Wallasey, Merseyside L44 0AW

A500 1 meg, joystick, mouse, games, upgraded for use with A570 £200 ono and A570 just bought with software £70 ovno. Matthew Melbourne, 87 Kneller rd, Whitton, Twickenham, Middlesex, TW2 7DN

Amiga contacts wanted 100% reply. Write to Chris, 17 Spencer Street, Kidderminster, Worcs, DY11 6NE

Contacts wanted to swap, sell, buy software.

Send info to MAC, 13 Russell Terrace, Mundesley, Norfolk, NR11 8LJ

Amiga contacts wanted, 100% reliable. Write to Stephen Flat 34, Block 35, Annadale Crescent, Belfast, BT7 3DN. Prefer AGA but all welcome.

For sale, Master System +2 and five top games. All worth £180. Quick sale £45 ono. Phone Lee 0952 254767

Wanted Wings, Bubble Bobble, Turrican 1 + 2, New Zealand story, Zool, Robocod, David Shaw, Villiers House, Eton College, Windsor, Berks SL4 6EG

Penpals wanted. I'm 23 years old and I have AG plus 500. I exchange games, mats solves. Write to Pagonis Manos, Flessa Str, Kallipoli, Piraeus Helas.

MegaDrive for sale, boxed, hardly used! Seven games including Mortal Kombat, Evander Holyfield's Boxing and two joypads. Giveaway price of £180. First come first served, buyer must collect if outside London, otherwise will deliver. Mr S Chaudhri, 8 Rosebury Road, Fulham, London, SW6 2NG

Amiga contacts wanted, 99% reply. Send lists to Mr S Chaudhri, 8 Rosebury road, Fulham London, SW6 2NG

Will swap SNES for a CD32 or sell for £200 ono. 0522 853733

Sell A600 with 35+ games, joysticks, mouse, mint condition. No manuals £200 or swap for A1200. Tel Daniel 0908 374217

Amiga 1200 contacts wanted 100% reply. Anywhere send list to GR 18 Redworth House, Dealands Rd, Rugory, Birmingham

For sale, Atari STFM 520 with 40 games and mouse and power supply. Price £150 ono. Phone 0782 775014 Andrew

A1200 owner, wants contacts for swaps reliable and fast. Send disks, lists ASAP. Myne on return. Steven Sharkey, Flat B, Central BLD's Cornmarket, Penrith, Cumbria, CA11 7HT

Wanted Amiga 500 monitor wanted Wings by Cinemaware software. Phone 0733 313024 jon.

Amiga contacts wanted!! All letters answered for hot games like Jurassic Park etc.. Contact Kaspar Synnevag, Jens Rolfsensgt, 5 Bergen, Norway.

Sell Monkey 2 £15, Mortal Kombat £15, Goal! £10, WWF 2 £10, Final Fight £10, swap for Beneath a Steel Sky. 0752 892974

Sell Walker £15 or swap for A-Train, Alien Breed 1200 or Sim City Deluxe. Phone Ben on 051 336 2698

For sale Amiga 1200 85 meg hard drive 4 meg trap door memory 6 meg in all and £300 of software £650 ono. Kim Pengelly, 11 Boscorn Road, Roseland gardens, Redruth Cornwall. 0209 314508

Power Computing PC1204 expansion board for Amiga 1200. \$mb clock 40 mhz FPU, brand new £220.00 0845 501295

For sale Amiga 600, 1 mb, 2 joysticks, several games lots of spare disks, boxed £115 ono 0582 668823

Sell boxed Frontier Elite II £15 or swap for Cannon Fodder boxed A600, Lewis Hood, 5 Ranford Rd, Burnage, Manchester M19 2QN

CTDV for sale, CDTV player with keyboard 3 1/2" disk drive, infra red remote controller/joystick + games for £200 ono. 0360 310034

Swap/sell Monkey 1/2 £8/15 wanted Space Hulk, Gods, Sim City Deluxe, others considered 1/2 meg £8. Mr R.A. Brown, 84 ganestone Road, Lee, London, SE12 9BW

Knights of the Sky £5, B17 £15, F15 II £8, Silent Service II £10, Fury of the Furies £15, M1 Tank Platoon £5, Brutal Sports Football £15, F1 £15, ashes of an Empire £10, F16 Combat Pilot £4, Dog Fight £20, Boxed originals. 091 252 3429 and ask for Nigel

Swap International Rugby Challenge, Rugby the World Cup, Desert Strike, Cruise for a Corpse, Wing Commander, The Immortal, Transarctica, Battle Isle, F19 Stealth Fighter,



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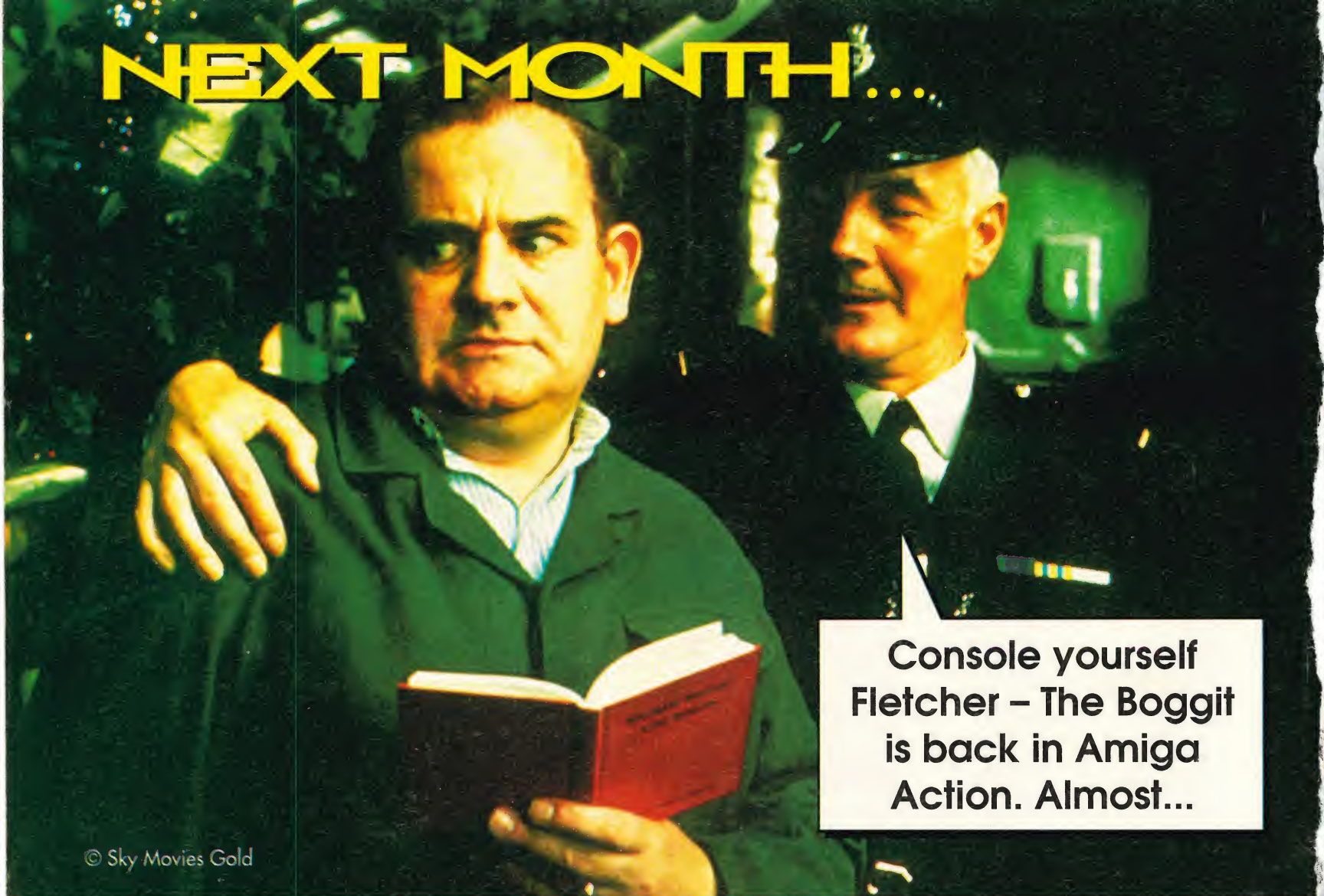
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NEXT MONTH....



Console yourself
Fletcher - The Boggit
is back in Amiga
Action. Almost...

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Yes readers, another month of hard work, sweat and general toil is behind us, and it's time to look forward to the next issue. And what an issue it promises to be. Not only will we be packed to the rafters with the finest and most up-to-date news, previews and reviews of the latest Amiga releases, but we will be joined by a new "staff member" to boot. Just feast your hungry eyes over this little lot.

WORLD CUP USA 94 - The World Cup Finals will almost be under way, and what better way to celebrate than with a review of US Gold's foray into the world of the footy game.

JAMES POND 3 - An exclusive coverdisk demo of the fishy secret agent's latest platform romp. He's got magnetic boots, an amphibian friend to help him out, and he's even managed to find himself a girlfriend at last (James Pond that is, not Paul).

PINBALL ILLUSIONS - Yes, silver ball fans. Whether you play by touch, sight or smell, you will no doubt be excited to learn that 21st Century Entertainment are about to release another of Digital Illusion's pinball extravaganzas. There's so much more besides, and the most eagerly awaited news is yet to come.

THE BOGGIT is back! Well, almost. In his time away from the limelight he has been more than busy, and has managed to produce a son and heir to his throne. The identity of the unfortunate mother is still unclear, but what does that matter when we have his trusty sprog to deal with all your adventuring requirements? Son of Boggit will be just one of the highlights of next month's issue, so make sure that you catch it in your shops from 7th July, 1994.

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- AXA EQUITY & LAW 18 league county teams, 50 overs per game.
- 4 Cup competitions including Benson & Hedges, Nat West.
- 20 different match umpires with accurate names and strictness.
- Accurate player details Surname, height and age.
- 27 different player attributes. Most skills have a direct impact on the effectiveness of each individuals actions during a simulated match.
- Easy player selection. All game text is clearly presented.
- Batting and bowling averages. Top batting and bowling tables.
- 3 Different training intensities to boost batting, bowling or fielding.
- Weather, pitch and light often make an impact on ground condition.

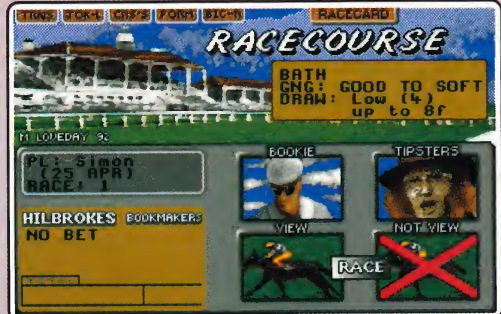
- Full match highlights let you watch the action ball by ball with full graphics and/or realistic sampled sound effects for significant events (Fours, Umpire decisions, etc.). Interventions are permitted at any time to change batting tactics or fielding placings.
- 3 Batting/Bowling classifications (Normal, Attack and Defend).
- Choice of 15 different field placings.
- Full scorecard results with best batting and bowling figures.
- Other staff (Physio, Groundkeeper, Scout) can be hired and fired.
- Annual league fixtures listing. Current week and last league results.
- View current cup competition draws and historic records.
- Real time transfer market. Player contract and wage negotiations.
- Sponsors, Printer access, Finances, Poor ground fines, Manager rating.
- 15 Options to alter game preferences, Load/Save game.
- Instruction book with plenty of examples.
- Plus many more fine details that we are unable to list here.



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- 250 horses each with over 60 independent variables.
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 - Bowler types include seam, swing, change and both types of spin with 8 speed levels.



- FRIENDLY CONTROLS**
- Icon driven with point & click.
 - Large 3D scrolling screen covering the entire playing area.
 - Mouse controls bowler's line, length, direction field settings.
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